

CU

AMIGA-64

AUGUST 1989
AN EMAP PUBLICATION

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THE No1 AMIGA MAG



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OF
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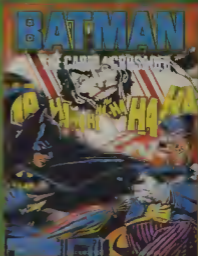
ROBOCOP
DRAGONNINJA

Team Software Limited · 6



INTELLIGENCE

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SPECIALS



Robocop

16 ROBOCOP

Ocean's conversion of the De la Fontaine film makes its long awaited appearance on the Amiga. Plus another CU special compo offering the chance to win a video recorder.

80 ONE FOR THE MONEY

The jukebox is a hundred years old. We look back at an age when the machines symbolised liberation and youth culture.



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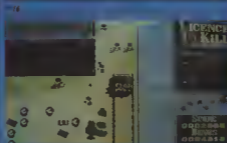
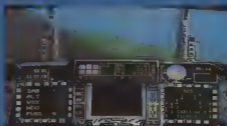
CU

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AUGUST



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Barbarian II

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RVF

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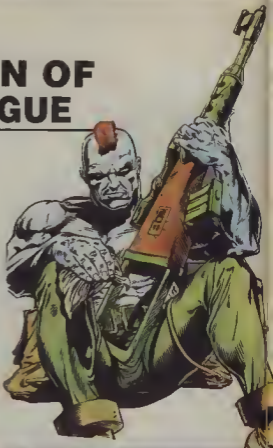
72,852 July-Dec 1988



BUZZ

RETURN OF THE ROGUE

The second game based on the Rogue Trooper character from 2000AD will be released from Krysalis games early next year, and Tony Kavanagh, of Krysalis, didn't even know it was being made into a film until he read it in the last issue of CU. Scoop or what? The game is being storyboarded by Julian Gillip, of Leser Squad fame, and will be played on several levels. There will be strong role playing elements, and arcade style action sequences for Rogues encounters. The battle for Nu-Earth will also be a major part, with Rogue Trooper and his Blochip buddies wandering through Nu-Earth Lords of Midnight style, the war being controlled by artificial intelligence. There is also the possibility of controlling other characters in the Nu-Earth battle, although this option will depend on memory availability.



4 WHEEL DRIVE

Anco will be releasing a Rally Cross game in September on both formats. Taking a 'Supersprint' type screen, it will include all the elements of rally cross racing, including banks, concrete blocks, and mud. Six different tracks are included, with four cars racing simultaneously, two of which can be player controlled. The other cars will also be 'intelligently' controlled, actually taking account of your actions and position, rather than just blocking your progress as it progresses on it's merry way.



CAN MAN UTD WIN

Kinsols are producing a football game based around Manchester United, which will be a full blown

management simulation and arcade style football game. Both the management and arcade sections can be run together, each influencing performance in the other, or for those who think with their finger finger, most of the management section can be left out. The game is being storyboarded by a computer



CLOUGHIE IN EUROPE

CDS are to release their second game in conjunction with Mr Timid himself, Benn Clough. Benn

Superleague will be a role playing management simulation game, which will be available on both the Amiga and the 64, hopefully around Autumn time. Mel Thomas of CDS told us that it will be a football game in the "cinemaware" tradition, and will be much more strategic than the more traditional "kick and run" type of games. It will, for example, have options along the lines of calling a board meeting, and attempting to persuade the board to either sell or sell a particular player. Will the Buzzboys want to know, no doubt, is if there is an option to slap any pitch invaders about?

PROMISED LAND

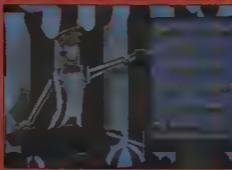


GEMINI WING

It's Earth v. Aliens Time again. This time the conflict is sponsored by the GoodDay South Florida radio station. **THE MUTANT ALIEN SCUM** They could handle the 'ALIEN TURNED ME INTO A LENTIL' stuff, but this went too far, and tons of aliens are heading this way to kill us.

Fortunately, whilst the aliens were busy burning humans into whole new beings, they failed to notice that Earth had developed the 'Germi Wing', a totally awesome fighting craft, with which we are going to defeat the alien. Well, aren't we? Virgin's scrolling shoot 'em up should be available on both formats in August.

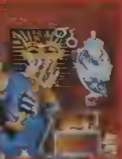
Those nice people at Electronic Art obviously knowing a good thing when they see one, have brought out a data disk for *Populous*, containing five whole new worlds to impose your will on. The worlds are: Revolution Française, with cafes, guillotines and windmills!; Silly Land, a made-up of blocks; The Wild West, which looks like a Sergio Leone movie; and finally Samurai Land, where the ninjas and peasants fight it out for overall supremacy. All five have completely new graphics, look jolly pretty, and will require new strategies for the world-be trooper.

FIENDISH FREDDY'S BIG TOP O'FUN

stroll up! Stroll up! Take the opportunity to participate in the Gooch's Festival of Circus events. Amongst the thousands that gather, you will find kids thriving (oooh), trapeze walking (oooh), tight driving (oooh), and the human cannon ball (oooh). This may sound straightforward, but not when you add Fiendish Freddie, the evil circus saboteur, set in by unscrupulous schemers, who will attempt to bring about your demise at every available opportunity. **Big Top & Fun** will be coming to a town near you in August, courtesy of Mindspace.

LEONARDO

Starbuck, throwing social responsibility to the wind, brings computer gamers the chance to steal everything you can get your hands on. You must help Leonardo to avoid the alarms, guards and ghosts as he goes on a mission to break through city banks, museums and warehouses. The Sunday Times features games like this under headlines like 'Children taught to steal by computer outrage' when they run out of proper news. Out now, on both formats.



WIN TITLE?

mad referee no less, and the objective will be to win everything in sight — League Championship, FA Cup, League Cup, Sherpa Van Trophy, the lot. If this is to be an accurate Man, Utd sim, of course, this is going to be practically impossible. Due out on both formats around Christmas.

B U Z



EDGE'S PUNISHING SCHEDULE

The Edge have pulled off a major coup with the licensing of the unsigned Punisher film licence, based on the Marvel Comics character

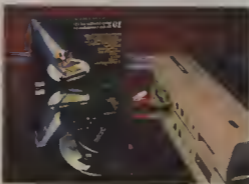
The film, previewed in last month's CU, stars Dolph Lundgren, and both game and film will be released simul-

taneously in November. In addition, The Edge has, it seems, signed up practically every Marvel Comics character and comic, and following *The Punisher*, the next game to be released will be *X-Men* just before Christmas

Details about both games

are sketchy at the moment, but The Edge has identified them as its major Christmas releases, and state confidently that X-Men fans will be 'ecstatic' with the conversion. As well as the Marvel games, the Edge have the second Garfield game, plus *Peanuts* and *Miami Vice* lined up for Autumn release

CD ROM FOR 64



German company Rainbow Arts have introduced a new compilation of games for the 64 available

only on CD. They have found a way of slinging data in a CD format, and have produced a package containing the CD, and a special adaptor which will connect any CD player to your 64. Each game can be loaded in about thirty seconds, and they are *Dropzone*, *Solomon's Key*, *Impossible Mission*, *Loderunner*, *Jinks*, *M.U.L.E.*, *Fist II*, *David's Midnight Magic*, and *Mission Elevator*. Funfully enough the press release doesn't mention the price



CRL GO FOR GOLD

Programmed by Actual Screenshots, International Athletics is to be the next release from CRL. It will have nine different events, broken down into three categories, running, jumping and throwing. It will have two player simultaneous action, commentary from a sports presenter, and a close up TV view of the excitement. Out on both formats before you can say anabolic steroids

XENOPHOBE

Xenophobia, from Micro Style, is a conversion of the arcade game of the same name, a two player shoot 'em up, in which the objective is to clear each level of Xenos within a set time. It has all the usual things to be found in the hip shoot 'em up of today, and according to the press release, xenophobia is a fear of anything alien. Not according to our OED lexis, look it up.



VERMINATOR

Run, go green with their latest release, in which the aim is to rid a huge oak tree of vermin. Right exit! Each bug-eyed bug which you destroy will improve your bank balance, and enable you to visit the shop to buy better bashing weapons. Alternatively, try the bank or casino or even the mob, all of which may improve your bank balance, but some of which may ultimately damage your health: if you are a little lala with a reputation soon on the Amiga



TALESPIN

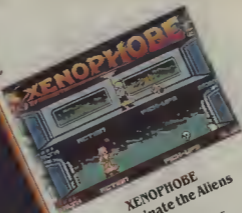
Talespin, from Microdeal, is a graphic adventure creator for the Amiga. Completely mouse driven, it allows the creation of adventures in a very straightforward manner. IFF, Degas, and Neo files can be imported and used, and it comes with a free sample adventure. It can also be used to create other applications, such as presentations and stories, but beware. It requires one meg. Review next ish.



OMNI- PLAY HORSE RACING

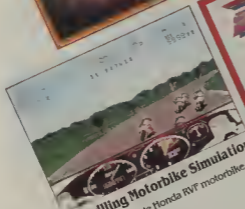
Send your horse racing which includes the names Mum and Arthur. Dany will soon be brought to you. Mindscape. This game allows you to enter the horses' form and the going before placing a bet. Hopefully, antessing a lifetime. Later modules will allow you to own and train horses, and race against some of this end's real famous horses. Making appearance before Shergar does, on both formats.

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B U Z Z

LORDS OF DOOM



The four Lords of Doom have prepared themselves to take over the world. Following the 'from small acorns' scheme of things, they have only taken over a small village so far, and it is up to you and three companions to find the four Lords of Doom in the village, and thwart their evil plans. The player can visit all of the houses in the village, and all the rooms in the old mansion overlooking the town. The player will need to use various objects within the game, all of which are picked up by clicking an icon over them. The game can be seen from the first person perspective of any of the four players, and the game will be available from the new Line1 label 'Thriller' later this year.

FALLEN ANGEL



He had been jolly good at keeping the subways clear of trouble on his patch, until the death of his brother after a drugs overdose. This led him to pursue the drug dealers,

and to discover a network of dealers using four of the world's most famous underground systems as a means of distributing their wares. The fallen Angel makes it his duty to take the dealers on, beating anyone who stands in his way, and collecting weapons and information as he progresses towards an encounter with the evil Mr Big. Set in the subways of Paris, London and New York, Screen 7's Fallen Angel has nothing to do with any other people called angels in the subways. No, really, we mean it.

OIL IMPERIUM



Get out the old fan gelion hat, wear a hatpiece, and put on your most phoney American accent, 'cos it's time to out-JR JR as you take

control of a huge oil corporation in this game for the Amiga and the G4 from ReLine. The game's main menu is a desk, from which a number of icons can be accessed, allowing the player to behave like a true capitalist. Buy, sell, connive, lie, cheat and sabotage your competitors, in order to make your huge fortune huge.

KAISER

The latest game from Switzerland's Line1 is to be a strategy game, in which the aim is to rise from the humble position of peole with a few fields of corn, to the highest position in the land, Kaiser. This is done by literally building on your success, at first just the old corn mill, later villages, towns and cities as you increase your wealth and power. Perhaps it should be subtitled *Petit Bourgeoisie*, Kaiser will be a complex strategy game, specifically written for the Amiga.



OOZE

Ooze is the second adventure game by German software house Dragonware, and apparently it went down rather well in its native country. The main character, Ham Burger (I) has inherited a house on the Rue Morgue



Bill the Bowman's son has been kidnapped by Gessler's Black Knights for refusing to worship Prince Frederick's hat. Not surprisingly, Bill's a bit put out by this, and sets out on a quest to find his son, which takes place in and around the village of Claremont. Tell must use his skills with the crossbow in addition to intelligent strategy if he is to succeed in his mission, brought to you by Screen 7.



G66, which is where the adventure takes place. The house has many inhabitants and ghosts, and all will be encountered in the quest to solve the problem of Ooze. Ooze is a light-hearted adventure, the packaging contains a solicitors letter and a death certificate, and one of the characters is called Marie En Toilet. Ermmm. ...

CROSSBOW — THE LEGEND OF WILLIAM TELL

CHARTS

REVIEWERS CHOICE

Mike Pettenden: *Kick Off (Amiga), Falcon Mission (Amiga), RVF (Amiga).*

Sean Kelly: *Kick Off (Amiga), Citadel (64), Datastorm (Amiga).*

Stuave James: *Kick Off (Amiga), RVF (Amiga), New Zealand Story (Amiga).*

ADVENTURE CHART

| TM | LM | |
|----|----|-----------------------------------|
| 1 | 2 | COLOUR OF MAGIC ALTERNATIVE |
| 2 | 1 | TIME AND MAGIC D'BASE/MANDARIN |
| 3 | 4 | PAINS OF AZNAN MOLE MASTER/THONIC |
| 4 | 3 | LORD OF THE RINGS MELBOURNE HOUSE |
| 5 | NE | HEROES OF THE LANDS US GOLD |
| 6 | RE | OFFENDER OF THE CROWN MIRRORSOFT |
| 7 | 7 | GUILD OF THIEVES RAINBOW |
| 8 | 8 | ZORK 1 ACTIVISION |
| 9 | 9 | BARD'S TALE 1 ELECTRONIC ARTS |
| 10 | RE | TIMES OF LORE MICROPROSE |

ALL TIME FAVOURITE JUKEBOX REQUESTS

Evergreen

New York, New York (Frank Sinatra), Start by Your Man (Tammy Wynette), Baby Love (The Supremes), Three Times a Lady (The Commodores), Rock a Dill

C'mon Everybody (Eddie Cochran), Be Be a La La (Gene Vincent), Progressive

Whiter shade of Pale (Frank Zappa), Knights in White Satin (The Moody Blues), Hi Ho Silver Lining (Jethro Tull), Golden Oldies

Hotel California (The Eagles), Money for Nothing (Dire Straits), Year of the Cat (Al Stewart), Current

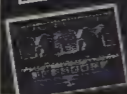
Manchild (Neneh Cherry), Mystify (NXXS), Sealed with a Kiss (Jason Donovan).

AMIGA CHART

| TM | LM | |
|----|----|--|
| 1 | 7 | POPULOUS ELECTRONIC ARTS |
| 2 | 12 | LORDS OF THE RISING SUN MIRRORSOFT |
| 3 | NE | FORGOTTEN WORLDS US GOLD |
| 4 | NE | KICK OFF ANCO |
| 5 | NE | SILKWORM VIRGIN |
| 6 | NE | MICROPROSE SOCCER MICROPROSE |
| 7 | 3 | BLOOD MONEY PSYGNOSIS |
| 8 | 20 | GUNSHIP MICROPROSE |
| 9 | NE | MILLENNIUM 2.2 ACTIVISION |
| 10 | NE | DRAGON NINJA OCEAN |
| 11 | 5 | FALCON MIRRORSOFT |
| 12 | 4 | LOWBARD RAC RALLY DATABASE/MANDARIN |
| 13 | RE | DUT RUN SEGA-US GOLD |
| 14 | RE | RUN THE GAUNTLET OCEAN |
| 15 | 7 | SWORD OF SOOAN GAINSTAR |
| 16 | NE | WORLD CLASS LEADERBOARD ACCESS-US GOLD |
| 17 | NE | GRAND MONSTER SLAM RAINBOW ARTS |
| 18 | NE | TEST DRIVE 2 ACCOLADE |
| 19 | 14 | PRECIOUS METAL OCEAN |
| 20 | NE | PERSONAL NIGHTMARE MIRRORSOFT |

C64 CHART

| TM | LM | |
|----|----|--|
| 1 | NE | ENDURO RACER HIT SQUAD |
| 2 | 1 | ROBOCOP OCEAN |
| 3 | NE | POSTMAN PAT ALTERNATIVE |
| 4 | NE | 1942 INCOME |
| 5 | 11 | LEAGUE CHALLENGE ATLANTIS |
| 6 | NE | DALEY THOMPSON'S OLYMPIAN HIT SQUAD |
| 7 | 4 | SAS COMBAT CODE MASTERS |
| 8 | 5 | EMILYN HUGHES' INTERNATIONAL SOCCER AUDIOGENIC |
| 9 | NE | SILKWORM VIRGIN |
| 10 | NE | ARMY MOVES ALTERNATIVE |
| 11 | NE | GAUNTLET 2 KIXX |
| 12 | 14 | ROAD RUNNER KIXX |
| 13 | NE | ARCADE FLIGHT SIMULATOR CODE MASTERS |
| 14 | 19 | FOOTBALL MANAGER 2 ADDICTIVE |
| 15 | NE | RAMBO HIT SQUAD |
| 16 | 9 | SHANGHAI WARRIORS PLAYERS |
| 17 | 16 | RUN THE GAUNTLET OCEAN |
| 18 | NE | OPERATION WOLF OCEAN |
| 19 | 8 | SUPER CYCLE KIXX |
| 20 | 12 | SPEED BALL MIRRORSOFT |



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DEMOS

Thanks are due this month to Seventeen Bit who are responsible for most of this issue's demos. Thanks to all those who sent in submissions, particularly Ireland's Exocet who sent two — that they didn't get printed is no reflection on the quality but more on their visual impact. Anyone wishing to let others see their genius should send their demos to CU Demos, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

RAY TRACES are common enough, but these were done by Andy Purser using a program he constructed himself. The chances are it may well appear commercially too.

WORLD SHUT YOUR MOUTH a three part demo sent direct to CU by Bjorn of the Swedish group Xaix features a parallax scrolling planet (pictured) and a couple of impressive scrolls on a neat graphic that allow you to set the parameters.



HUEY: what kind of month would it be if we didn't feature one of Tobias Richter's superb animations? This one features some of the Bond theme and the helicopter starting to take off.

WATERSHIP DOWN: bright eyes? You don't need them if you're a digitiser. Anyone got a shotgun handy?



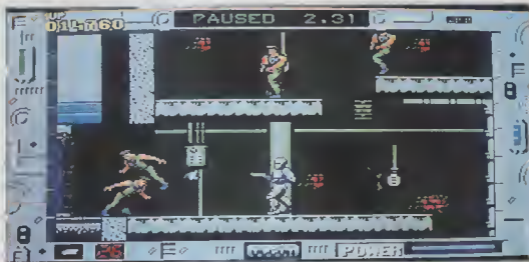


SAMPLEMIX2, the second cut up sound disk from Cool G. A nice still (which would have looked even better animated) and an excellent mix featuring among many other cuts, Vincent Price's laugh from *Thriller*.



PAINTINGS: Is how Dutchman Hank Van Der Greet prefers his work to be described. His 16 colour high res pictures are certainly good enough for him to already have found work in Australia where he now lives.

DEMOS



Since its release just before Christmas time RoboCop has cleaned up, becoming the biggest-selling computer game on all formats ever. The one version that remained unreleased until now was the Amiga, but that looks set to boost sales still further.

ROBO



End of level two — a lot full of perps.

The success of the licence clearly has as much to do with the cult status of the film as the quality of the conversions. Robomania looks set to last a long time with a sequel (scripted by Frank Miller) already in the pipeline. It may not be Balmain, but it's probably the next best thing.

As a game RoboCop provides little more than the standard horizontal beat 'em up that can be found in any number of titles. What turns it into an impressive

piece of software is its depth and execution.

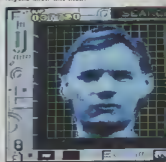
The game consists of around a dozen sequences broken up into levels. A scrolling section is followed by an interlude which breaks up the play and gives the impression of some diversity. Thus between making his way from non lot streets, through junk yards and drug lacones, Robo has to practice his shooting skills at the range before using them on a perp holding a hostage, or iden-

tifying a suspect.

The action is busy and challenging. As you make your way through the levels Robo can grab extra ammunition and weapons by breaking open packing cases. Probably the most crucial, are the tins of baby food. Robo is a penchant for these assuming they're not full of glass, will replenish his energy. Even with these though, the game still remains very tough.

There are enhancements over the ST version, most obviously to the sound with several samples from the film. As the game loads

Anyone know this man?



Ocean
Price: £24.99

AMIGA Screen Scene



ROBOCOP



Robocop can be heard reciting his code "to serve the community protect the innocent and uphold the law elsewhere there's the odd 'thank you for your co-operation', although this and some of the spot effects could be better. The tune too could have been better. It still remains too much a port over to justify the extra five pound price tag.

Graphically the game disappoints on one major point. The promise of a full-screen layout hasn't materialised and there's still that annoying border cramp-



ing the look. Otherwise the graphics look adequate without ever being impressive — car wrecks in the junk yards look like the blocks they are rather than the irregular shapes they should be. More attention to detail would have been nice.

Robocop will succeed, as it has done on every other format. Compared to these its quality is more than good enough, but I can't help voicing some of the disappointment that others will feel when

they see this. It could have been superb. *Take care you only hit the suspect*

Mike Pattenden

SOUND 80%
GRAPHICS 78%
PLAYABILITY 85%
LASTABILITY 85%

81%



COP THIS!

(Robo) Cop a load of these prizes! Following the last competition when we gave a JVC video recorder away, we were snowed under by billions of entries. In fact, so successful was it, that we decided to repeat it again. This time however, not only do we have a VCR, but we have FIVE copies of the Robocop video to give away, and FIFTEEN copies of the game, courtesy of Ocean.

All you have to do to win one of these truly brilliant prizes is answer the following three easy questions.

1. Name the half-man half-robot who was the central character in the TV series "The Six Million Dollar Man".
 2. Who was the famous half-man half-horse from Greek mythology?
 3. Which of the following hands recorded the Trumpton Town Riots E.P.?
 - a. Half-Man Half-Lentil
 - b. Half-Man Half-Biscuit
 - c. Half-Man Half-Anchovy?
- Send your entries to the usual address, to arrive no later than August 23rd. And you wouldn't forget to put your name, address and what format you would like the Robocop game on, would you? Of course not, didn't think so.

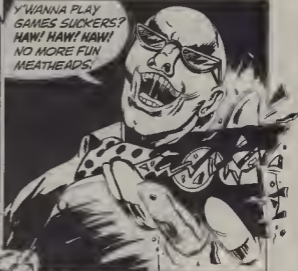


CAPTAIN LIGHT

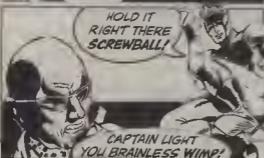
DARK DESTROYER

DARK DESTROYER THE FIEND WITH A SEVERE PERSONALITY PROBLEM IS TRYING TO DESTROY ALL THE GAMES SOFTWARE IN THE CITY.....

Y'WANNA PLAY GAMES SUCKERS? HAW! HAW! HAW! NO MORE FUN MEATHEADS!

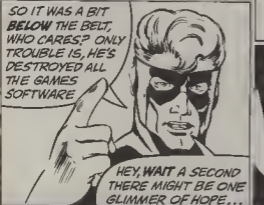


HOLD IT RIGHT THERE SCREWBALL!

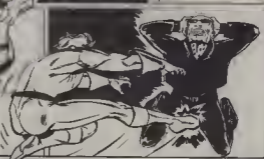


CAPTAIN LIGHT YOU BRAINLESS WIMP!

SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE



HEY, WAIT A SECOND THERE MIGHT BE ONE GLIMMER OF HOPE...



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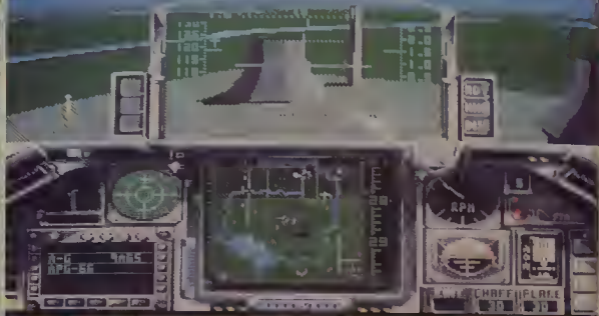
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Flying low over the enemy power plant.



Woo woo! It's the Starlight Express.

FALCON MIS



Don't shoot! It's one of yours!

Mirrorsoft
Price: £19.99

AMIGA

Screen
Scene

It's not a cardboard box, it's a tank landing craft.



... and on your left, ladies and gentlemen

MISSION DISK I

Usually, an add-on disk, such as the Sublogic Scenery Disk, aren't really worth reviewing, but when an entire expansion system appears that almost creates a new game it's worth a little coverage. Falcon Mission Disk Volume 1 is such a disk.

First of all I'd better explain what a mission disk actually is. Rather than simply creating scenery to fly around, in the Sublogic, Falcon is like being posted to active service after training. It

doesn't just create a new environment, there is a whole battle against a new enemy that puts you up against new and advanced hardware.

The flight sim aspect of Falcon has remained almost unchanged. The only things that have been altered are the one or two small in-flight "bugs" that remained in the finished version of the game, which makes it much easier to land the craft now.

The stark desert landscape of the original has now been replaced with a lush green terrain, full of trees and bushes. The

regular pyramids of the original have been replaced by irregular mountains. There is far more to explore with extra ground features, like fields and buildings, and even a large lake, that does serve a purpose.

Which brings me, rather nicely, to the other more significant difference. Rather than being just a series of disconnected missions to be taken in any order as many times as you like, *FMD1* contains a full scale offensive against your base. The first line of attack is the tanks trying to overrun your base. These are deposited just a mile or two north of your airfield by landing craft that move across the lake. Behind that you have trucks carrying supplies, tanks also carrying supplies, supported by MiG-28s (rather than the 25s in the original) and finally the three strongholds: the tank factory, the

munitions arsenal and the power station.

Glancing through the list of missions, you quickly notice that they follow a logical sequence of attack against the enemy, and should all the missions be completed sequentially, then the war is won.

Unlike the original Falcon, mission results do have an effect on other missions. Things stay "dead" for a certain number of missions. Knock out a bridge to stop the trucks from reaching their destination, and the bridge stays knocked out for the next three missions you play, for example, which helps to lighten the load.

Falcon mission is big, it's involving, and it manages to take the capabilities of an excellent product and use them to much better effect than the original ever did. If you have Falcon, this is a must, if you don't, why? **Tony Dillen**

GRAPHICS 97%
SOUND 93%
PLAYABILITY 94%
LASTABILITY 97%

98%

RED HEAT

LOOK OUT FOR THE VIDEO
RELEASE ON 21ST JULY 1991

The heat is on... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs-dealer. The two detectives, one Russian, one American, have very different methods of capturing their prey, but together they face the worst of Chicago's underworld street fights, the 'Cleanheads'.

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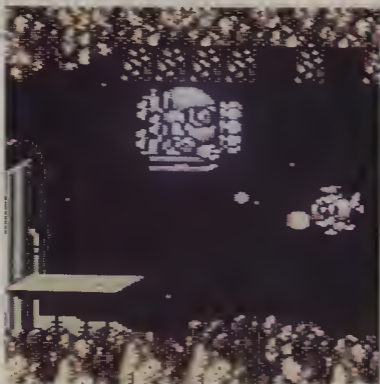
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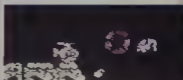
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64

Screen
Scene

Rotary carnage.



Bipedal whirly wings.

Mr HELIX

Occasionally — about five times a month — a game appears with a scenario which has more holes than a Tetley's tea bag. Mr Helix maintains this tradition. An evil scientist names simply "The

Muddy and his minions are destroying all life on a verdant little planet, and it is your duty as number one Cosmic Helix Patrol pilot to unmask the Muddy and restore the ecological balance.

One of the major ways of restoring the ecological balance is to blast your way through huge chunks of rock and earth by bomb, bullet and missile. Melinko Greenpeace might not approve.

As a Cosmic Helix Patrol pilot, you fly a Cosmic Helix Patrol helicopter, which resembles a cute helicopter with fuel. Muddy's minions also resemble helicopters, although in a variety of sizes and guises. The smaller ones are fairly easy to dispatch, whilst the larger ones will require a number of bullets, or a missile. The missile is

the quickest way to get rid of them, but involves getting underneath the enemy as initially you can only fire missiles vertically, which is made more difficult by the claustrophobic terrain. The worst enemy helicopters are the large white ones which upon contact make a significant din on your energy resources, bringing death ever closer. Add to this the enemy gun installations, and the odds are firmly stacked against you.

Fortunately, the Helix-Gods must've been smiling when they fitted your rotors and cute feet, because you aren't entirely defenceless. As stated, you begin with a vertically firing missile and forward-facing gun, but along the way the option to 'power up' your weapons arises. By blasting away chunks of

rock, you will reveal crystals of various sizes, which, if collected, will increase the money in your bank account. Shops in the form of wat' plaques will also be revealed by blasting, and providing you have enough money in the bank lying over these will increase your weaponry.

Initially I wasn't too impressed with Mr Helix, as I felt that, although it was entertaining enough, the gameplay was very slow and awkward. Over time, however, and once you have the hang of blasting the rocks and collecting crystals, the addictiveness begins to eat away at your trigger finger. The graphics are attractive and colourful, and perfectly suitable for the job. The sound is great, with an attractive helicopter whirring sound, a satisfying explosion whenever you kill an enemy, and a brilliant little tune to boot.

My one gripe is that it is a little slow, both in the rate of scrolling, and the speed of your ship, which, when you can't move out of the way of an enemy who has just materialised simply because you were too close to it, does add to the frustration. Minor gnps aside, it is an addictive little shoot 'em up, and another great game from those programmers at Probe.

Sean Kelly

Firebird

Price:

£9.99 cass

£12.99 disk

| | |
|-------------|-----|
| GRAPHICS | 76% |
| SOUND | 78% |
| PLAYABILITY | 74% |
| LASTABILITY | 73% |

78%



Life as a motorbike courier can be dangerous.



Microprose's new Micro Style label looks set to live up to its name with its first release. RVF Honda is so good, it makes you wonder if Microprose are ever going to top it. Knowing them, they probably will quite easily.

To shed just a little light on what is in effect a pretty cryptic title, the Honda RVF750 is a Formula 1 motorbike capable of some pretty hairy speeds. You, on the other hand, are a helmeted, plastic-coated action man with a death wish. Put the two together and team them up with a large oddly shaped loop of larmac and what do you get? Formula 1 racing. Fast, loud, dangerous and exciting.



Micro Style
Price: £24.95

The easiest way I can describe RVF is that it is superficially similar to Super Hang On, but there is more to it. You view the game from a position some fifteen feet behind your ride, initially positioned alongside his pride and joy, Henry the Honda.

To start he runs alongside the bike, pushing it as he builds up speed. Waggle the joystick to turn faster until you reach a certain speed and he leaps into the saddle, the engine roaring into life.

As usual for a Microprose product, the game describes itself as an accurate simulation. This I have to agree with. If it is an accurate simulation, then how comes you can't change direction? You can change your lateral position, but you can't actually change course. This is probably just as well, mind, as all your time is taken up just getting around the track at a decent speed and in one piece. As with real life, there are limits as to the speed that you can safely take a corner. This is where the gears come in. By correctly using them, not only can you out-accelerate even the toughest computer opponent, but you can also successfully shave corners, rather than slide hopelessly to the outside of a bend, like I did in my

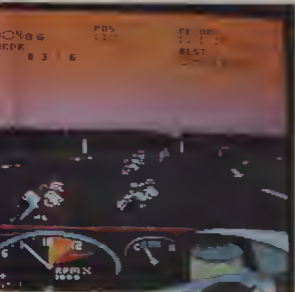


Waiting for the green light.



Chasing after the pack.





VE
HONDA



AMIGA

Screen Scene

earlier attempts

You start as a rookie biker, but can move up to National level of racing, which gives you access to some of the more prestigious tracks. This is done by entering and winning the Clubman Championship, which is a seven-race challenge against eight computer riders. In each race you are awarded points based on your finishing position, and at the end of the championship, all scores are totted up. The winner gets promoted.

The graphics are nothing short of brilliant. Just the main sprite in itself is enough to merit an incredibly high mark. I don't know how many frames of animation have gone into him, but there are hints of a lot of little touches. Like the way he crouches forward when he accelerates, and the way he glances worriedly over his shoulder at obstacles he narrowly avoided.

The scrolling on the road is amazing, faster even than Super

Heng On, if that is possible. Unfortunately, the tracks do look a little similar in places, due to a lack of variation in the landscapes and roadside objects (a mixture of triangular trees, large lollipop signs and red and white blocks).

Sound is just as impressive as the graphics. A powerful growl emanates from the bike and sounds as if it's sampled from the real thing. Even better, the other bikes make more of less the same noise, except the volume changes in relation to your distance from them. Imagine if you can, the sound that explodes from your monitor when all nine bikes are revving up on the starting grid. The right atmosphere is created immediately. All this plus a hard rock intro tune, what more could you want?

If this, as Microprose maintain, is the shape of Amiga games to come, then everybody should buy an Amiga now!

Teoy Dillen

Overtaking a backmarker



SOUND 89%
GRAPHICS 92%
PLAYABILITY 95%
LASTABILITY 94%

96%

IN 1977 VOYAGER II WAS LAUNCHED - INVITING ALL LIFE FORMS IN THE
UNIVERSE TO VISIT OUR PLANET. GET READY - COMPANY'S COMING



Luke Snayles - returning to Earth after completing a 50 year sentence of "investigative exploration" is not a man you'd wish to meet. After half a century of solitude, he's

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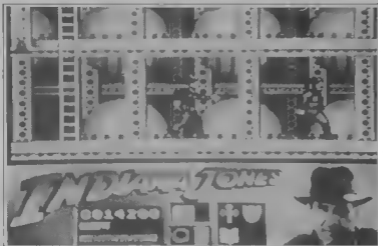
bored and hungry. On Earth the gate crashers are about to arrive - they are the ROXIZ, but Snayles has got other ideas - no-one, but NO-ONE is going to spoil his home-coming party!

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AMIGA

Screen
Scene

Indy's led to the Zeppelin.

INDIANA JONES

& THE LAST CRUSADE

But is it? I mean, when you make a movie as amazingly successful as "Indiana Jones and the Last Crusade", you aren't going to end it all there, are you? Sequels must follow, and I'm willing to lay money that they will.

But back to the subject of the review, *Indiana Jones - The Action Game*, first of two titles coming from the Lucasfilm stable based around this intrepid explorer's final adventure. You, as Indy, have to run, jump and whipcrack your way through four different escapades, all based around

scenes in the movie.

First of all, we see Indy as a boy, climbing through some caves, avoiding loads of bad guys and already displaying his prowess with a bullwhip. Then we catch Indy doing the archaeological business around a ruined temple. On the third level Indy, now a grown man is racing around a German Zeppelin, and finally we see Indy searching for The Holy Grail. Doesn't he know the Monty Python team have it?

The game is played as a side-on, multi-scrolling affair, and scroll very nicely it does. I especially like the way the Zeppelin is constantly

bobbing up and down on the third level.

Indy himself is a line figure of a spile. Large, and for the most part, well-animated. He looks a bit strange when he jumps or falls; but otherwise he looks great.

The backdrops are very nicely drawn indeed. I really like the way the scenery in level one gets darker as your torch burns out.

And now the bad news. Amiga Indy plays badly. Very badly indeed. It is not a problem of large playability errors, just a whole bundle of small annoying ones. Like the way it's just luck whether you die or not, for example, when

64 UPDATE

64 version should be available soon. Graphically it won't come up to the Amiga standard, but is still looking good nonetheless. Looks like it's going to be just as much fun to play as the Amiga version. More news as we get it.

you have to climb a rope to get past a knife thrower, it's all down to chance whether he throws the knife or not. Also, Indy takes a long time to respond, which makes combat difficult. On top of all that, it seems a little unsure as to where the edges of certain platforms are, which means that you end up falling through quite a few ledges.

It could have been good. It's just that they didn't do it right. I'd prefer something like *Rick Dangerous*. But maybe the adventure game will be good.

Tony Dillon

SOUND 72%
GRAPHICS 79%
PLAYABILITY 59%
LASTABILITY 62%

71%

US Gold
Price: £19.99

A youthful Indy discovers archaeology



James Bond turns plain Jane in 007's eighteenth cinematic exploit, *Licence to Kill*.

Gone are the days of the Sun-loving agent, three-nippled loes and global villainy; in Timothy Dalton's Bond we have a *Mail on Sunday* Rambo who battles South American drugs barons and a bog-standard plot alike.

The film, however, does number among the series' most spectacular stunts and it's from these that the software licence takes its cue, by linking together six action highlights into scroily arcade sequences. And considering that they only had its storyboard to work from, programmers, Quixal, and artist, Tony West, have managed to come up with a game that looks remarkably faithful to the

movie.

Felix Leiter, James Bond's wonky chum, has had a leg bitten off by sharks, and his beautiful American bride has been shot dead on their honeymoon. Understandably, this sends our James a little bit doolally and he sets off on a mission to wipe out the man responsible: Sanchez, a villain who aims to control the Pacific's drug trade.

Scene one has you swooping low in a helicopter in pursuit of Sanchez's Jeep. Avoid trees, buildings, machine gun emplacements and remark how smilies in idea this is to the speedboat chase in Domark's last Bondsoft, *Live and Let Die*. It's really quite pretty but uninspiring stuff.

Things start to get a lot tougher and more interesting next, as Bond gets involved in a shoot-out with Sanchez's henchman. It takes skill to seek cover while aligning the sights of your gun. But fail to do this and you'll come out with Beretta a-blasting and your bullets missing their mark. You're in a pretty tight spot here, and this is the one section of the game where play comes alive and strategy and brainpower's called for.

The following sequence is equally as tough, though not nearly as interesting as you dangle from a rope and try to "hook" a getaway plane. This isn't as easy as it might at first appear. Next off it's a dip into the briny as 007 swims underwater to intercept a drugs haul and knif a few frogmen. Herpoon a seaplane's portico and it's up for a spot of barefoot stung. This last touch is nice but has been lifted from the film. Domark, in fact, seem to have fought shy of adding their own creative input. Witness the *Fly low to fly fast*.

LICENCE TO KILL



Domark
Price: £19.99

AMIGA

Screen
Scene

04 UPDATE
PRICE: £9.99 cassette
 £12.99 disk
The 8-bit version of Licence to Kill comes complete with spectacular gun fire, explosions, and generally a better soundtrack than its Amiga counterpart. Also features the famous "following gun-sight" which opens every Bond film, and the game has an altogether "pacier" feel.
SOUND: 73%
GRAPHICS: 74%
PLAYABILITY: 66%
LASTABILITY: 65%
OVERALL: 70%

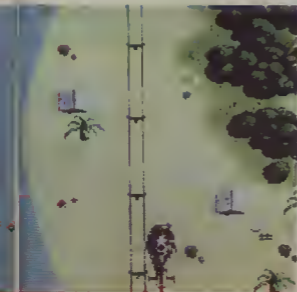
final sequence, where you pilot a propeller plane over a convoy of trucks. The skills required are identical to those for the previous serial stunts. Licence to Kill is a tough game but it does lack variety.

Which brings me to the final point. Licence to Kill is OK, but it is a game that rests on the laurels of its big name attraction. Pretty to

look at, it has a high energy Bond-style soundtrack interspersed by acres of noisy playing time with machine gun fire. Licence to Kill is worth it if you want an average game and you like the film; otherwise I'd say that this is pretty standard here. No Oscars for this licence, I'm afraid.

Steve James

You have to "hook" Sanchez's plane before it reaches Cuba



SOUND 65%
GRAPHICS 74%
PLAYABILITY 62%
LASTABILITY 65%

69%



F-16

Flying in the face of the stiff competition of *Falcon Mission Disk 1*, *F-16* makes a long-awaited appearance, and happily is no sitting duck.

The basic premise is the same as Mirrorsoft's *F-16* simulation. Take an *F-16*, load it up with

weapons, take it up, and use it to best possible effect to complete designated missions. Unlike *Falcon* however, you aren't restricted to a small selection of set missions. Much more in the vein of simulators such as *Gunship*, you choose a field of combat from a selection of five options, such as tank-busting and bombing runs. The computer then generates a mission for you, and one thing you can be sure of is that no two missions will be the same.

So, the 'game', and I use the term merely to describe a piece of software used as entertainment, be warned, this is no toy, has a lot more variety to it than *Falcon*. What else is different? What about the handling?

Both *Falcon* and *F-16* claim to be accurate simulations, yet the

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AMIGA

Screen Scene



Approaching the airfield



The Mission Control Map

64 UPDATE

Unfortunately the C64 version is still behind schedule due to problems of squeezing all the data onto one disk. Update upon release.

Pentagon-shaped mission selection screen



handling of the craft is incredibly different. In *F-16*, when you bank the plane, it turns in a way which is totally different to the bank-and-pull method employed in *Falcon*. With this behind you, the craft is much easier to manoeuvre, thereby giving you a much easier time in combat, which in turn makes it a lot more fun for the inexperienced pilot.

You can also do a lot more planning toward a mission. Before each fight you are shown a computerised map that presents you with more information than you could ever require. With this map you can mark computer waypoints, find the enemy, and even draw a Def Leppard logo!

However, with all these good

points, there are bad points. I, for one, didn't find it half as challenging, or even as entertaining as *Falcon*. The strength and AI of the enemy isn't half as good in *F-16*, and you do feel like you are playing against a computer.

The graphics aren't anywhere near as good as *Falcon*. The landscapes are sparse, with an electricity pylon and a mound of dirt here and there. The update is slow and the use of colour is loud and unconvincing.

F-16 is a very complex title that will no doubt prove rewarding in time. The only problem being that it isn't involving enough. Retreating, to get anything out of a game, you have to be able to get into it.

Tony Dillon

| | |
|-------------|-----|
| GRAPHICS | 76% |
| SOUND | 75% |
| PLAYABILITY | 71% |
| LASTABILITY | 79% |

79%

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S.D.I.
 "The graphics are great with fast flowing backgrounds and smooth, speedy sprites. I now know what I would do if the five minute warning went off... I would play S.D.I." **E.A.G.**
COMPUTER GAMES WEEK



CHALLENGE "Excellent! animated with some great back-drops. Daley Thompson's Olympic Challenge is first rate... another gold medal winner from Ocean.
A C+ SHERRILL—Ola



"To sum up -- Bloody excellent. The graphics and sound are excellent ... an intelligent strategy game."
YOUR SINCLAIR

The logo for Ocean magazine, featuring the word "ocean" in a bold, lowercase, sans-serif font. The letters are dark blue with a lighter blue, wavy, textured interior, giving it a three-dimensional, aquatic feel. The logo is set against a background of a blue sky with white clouds and a blue ocean with white waves.

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CASSETTE

64

Screen
Scene

CURSE OF THE AZURE BONDS

You've journeyed to the Pool of Radiance. You've been hailed as a Hero of the Lance. You've braved the dangers of the town of Hillsfar, and now it comes to this. You wake up one morning, groggy, with all your possessions stolen and no idea how it all happened. A passing landlord tells you that you were brought in after being attacked over a month ago, and this is the first time you've stirred since.

But that's not all. Your companions and yourself have live strange tattoo-like markings on each sword arm. It turns out that these azure coloured markings, known as bonds, are the result of a possession-like spell. When the bonds glow, you must do their bidding. The first one, for example, forces you to attack the royal carriage as it goes past, getting you into a nasty scrape with some royal guards.

The game follows along the same style as *Pool of Radiance*, the first in the utterly brilliant series of AD&D games. The main part of the adventuring is carried out in the first person perspective, not completely unlike the system employed in *The Bard's Tale* series.

So, you've woken up, you go to see Gypsy Lee who tells you all about the bonds and your fate in connection with them, you've gone to see a weaponsmith, and bought stacks of really sharp toys



for your party to play with, you've encountered so you magic characters can learn spells and you've got into your first scrap.

Played almost *Gauntlet*-style, you see the game from an overhead view of your characters, the enemy, and the surrounding area.

As with all the other AD&D titles, this game is big. So big, it comes on three double-sided disks, and each one is crammed full. Yet again, you cassette-based users have to miss out or invest in a drive.

The graphics are more or less the same as *PoR*, which is no bad thing, and thankfully the game is still as entertaining and involving as the original. I've said it before, and I know that USG are going to love me for it, but this is brilliant.

Tony Dillen

US Gold
Price: £24.99
disk only

SOUND 69%
GRAPHICS 83%
PLAYABILITY 89%
LASTABILITY 94%
OVERALL 89

89%

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AMIGA

Screen
Scene

THE CHAMP

Come on guys are you
gonna kiss or fight?



I would be a lot too easy to say that Linal's latest offering takes more than a slight lead from the Rocky movie

Music by Bill Conti. It says on the intro screen 'Bel you can't guess what they used for an intro soundtrack?' The intro sequence is, as ever with Linal products, impressive with a sampled master of ceremonies introduction.

To start off with, you aren't the champ. The idea is to become the champ. Easy enough. You start life as a bum (that's tramp to us English folk), fighting in the streets, respawning in your boxing gear. Win a couple of fights, and you get spotted by a manager, who signs you up and automatically puts you onto the professional circuit — after a bit of training, of course.

Training is made up of three

events. First is the skipping rope, where you have to make the boxer jump in time with the rope. Then there's the sandbag, where a sparring partner will show you a punch or two, and you have to match his punches. Finally, there's the speedball, where you have to waggle the joystick in time with the boxer's hands, keeping up a steady rhythm.

The Champ is polished, it's amazingly professional and full of brilliant little touches. The referee counts out the knockdowns, the boxers fight realistically, the soundtrack is brilliant, and the graphics are amazing.

However *The Champ* takes a dive in the first because of its poor

gameplay. For a start half the punches only seem to work half the time and secondly, the game is far too easy. What sort of challenge is there if your opponent keeps on falling? Boxing is a tough game to simulate and Linal haven't overcome that.

And that's what stops *The Champ* from being a champ. It plays so badly that suddenly all the sparkly bits don't seem so sparkly anymore.

Tony Dillon

| | |
|-------------|-----|
| GRAPHICS | 93% |
| SOUND | 88% |
| PLAYABILITY | 57% |
| LASTABILITY | 51% |

67%

Linal
Price: £24.95

AMIGA

Screen
Scene

AFRICAN RAIDER

Despite the licks on the cover and the name this is not big game hunting software: this is a 4 x 4 racing game. Perhaps the French software house, Coktel Vision didn't think that was glamorous enough or perhaps it's because they didn't get the license for the Paris/Dakar rally either way the title is naïf. So are 4 x 4 games usually, there's something about four wheel drive which games designers think means that they have to spend lots of pre-race attention on how much brake fluid you can carry

without sacrificing the wheelbase sprocket mechanisms. Very nice if you're a fan of light reading is a Haynes car maintenance manual. *African Raider* scores points here. You're straight off on a rally stage without a single tyre pressure measured or gasket cantilevered. The idea of the game is

simple, get to the route end in the fastest time possible. There is a road marked out for you with old barrels, but following them slows you down so after a few initial runs, it's time to go cross-country. This means you're quite likely to get lost, but if you stay on the road nothing of any interest whatsoever

happens, no obstacles, no pitfalls, just boring old sand. Fortunately an electronic compass will tell you where you are and can be used to plot where you're going when you make your own tracks.

When you're roaring across the desert Coktel Vision have succeeded in creating a feeling of speed; it's not *Super Hang-On*, but it's certainly better than a lot of *Raider's* competitors. This does go part way to annulling some of the boredom as you zip across dune after dune, but the real fun is in the hazards. For some reason there are herds of camels to be avoided. When dodging them gets too boring, there's always the quicksand that slows you down to crawling pace, unless you engage four wheel drive (yawn).

Now I know why people go mad in the desert: competition is far and few between and when you do find some, you can't even overtake. The appeal of this sort of game is limited to those with enormous patience thresholds. The sky is a curious shade of purple and the sand green, but I'm past caring or wondering why!

African Raider has nice graphics, average sound and dispenses with all those liddly bits other games are obsessed with. Sadly, repeats of Howard's Way are more interesting.

Mark Heley

| | |
|-------------|-----|
| GRAPHICS | 61% |
| SOUND | 55% |
| PLAYABILITY | 43% |
| LASTABILITY | 47% |

51%

Do you get the hump?

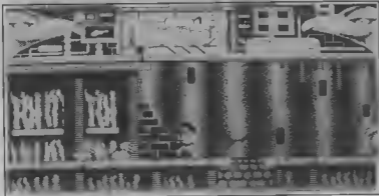


Prepare to raise dust.



Coktel Vision
Price: £24.95

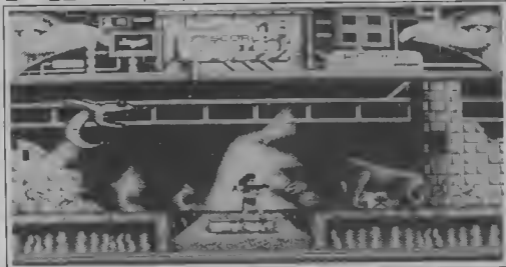
AMIGA

Screen
Scene

This dumb duck's a gonner.

HAWKEYE

Bazooka the orang-utan.



Nice graphics and nice sound do not a game make. I once heard it said To

my mind, large and all-encompassing as it is, the only way Thalmus could have made a deserving hit out of this would have been to completely redesign the 8-bit game. They haven't.

You are Hawkeye. You have to travel over lots of scrolling landscapes. To complete each landscape, you have to collect four pieces of a puzzle. Finding the puzzle isn't a problem, after all, there aren't a lot of different places to look, only left or right. To make what might not quite be the hardest decision you've ever had to make, you use your hawk eyes. At the top of the screen, there are two hawk faces. Whenever there

is something to be found, be it part of a puzzle or extra ammunition or energy, one of the hawk's eyes flashes. This denotes whether the item is to your left or right.

The only thing stopping you from getting to the item are the enemies.

These are basically lots of dumb sprites who run at you from both sides and deplete your energy if you touch them. Some are big, some are small, all of them are incredibly stupid.

So, we've established the game is the same. Any change to the graphics is almost negligible, apart from the fact that they are in a higher resolution. Some of the

sprites are blocky, and the animation on the main sprite is the same. Funny enough, the scrolling has suffered and now rather than scroll smoothly, it vibrates minutely in a 'slightly out of focus' sort of way.

I wasn't inspired by the 64 version, and I'm just as uninspired by the Amiga version. A dull game, and one definitely not worth buying.

Tony Dillon

SOUND 76%
GRAPHICS 73%
PLAYABILITY 57%
LASTABILITY 42%

45%

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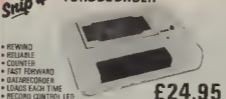
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THE NEW ZEALAND STORY



A kiwi that has his friends stolen by an Atlantic seal and has to rescue them by flying around on balloons and throwing bombs at teddies riding on inflatable ducks? Oh, please leave it out, what was the programmer of *The New Zealand Story* on when he came up with this game idea?

In truth, *The New Zealand Story*



Level 1.4 and a ray-banned teddy has you covered.

is a cleverly constructed example of that increasingly rare specimen *hoppus frustratus*, commonly known as the platform game.

Take control of the little yellow bird (Tio to you) and make your way around the screens in an

attempt to discover the other kiwis imprisoned in cages. There are five stages and four maps to each stage, turning the game into an equivalent of twenty levels of mouth-foaming action.

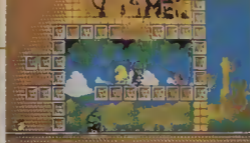
The days of the platform game

as a collection of levels that take you up and down in one dimension have long since passed, there are variations here. *The New Zealand Story* is set in a national park where there is land, sea, and air and the kiwi has to

Ocean
Price: £24.99

AMIGA

Screen Scene



Gulp! Swallowed whole by the whale

ALAND

STORY



contend with all three environments. Thus odd sections require you to take him underwater. He's equipped with goggles and a very small supply of air to make it through to the other side. An oxygen meter shows you how much time you have left.

Making your way around the platforms can be a tedious business so you can take to the air by shooting characters who float down from windows on laddy heads or balloons. Grab one and you can move around freely. It's not a passport to completing the level though, because there are pokeys and thorns everywhere not to mention all manner of creatures bent on popping you. Infallible and ending your little furry life.

As platform games go *TKZS* conforms to the rule that they have to be astoundingly tough and desperately frustrating to play. It

managed to achieve something of the cult status in the arcades, and there are obvious similarities here to that classic with cute characters, fruit picking (for bonuses) and a novel rendition of a well-worn theme.

Ocean's conversion is near perfect, though I swear I don't even remember it being this tough. Graphically it's as close a replica as you could wish (and rightfully expect) whilst the sound is spot on too, right down to the little squeak the kiwi makes when he loses a life.

Caught on the hop... the Kiwi gets polished off.

This is a must for all fans of the genre. It's an excellent conversion but beware you need patience to complete this. Me? I'm off for a quiet game of *Speedball* or something a bit more relaxing.

Mike Pattenden



SOUND 79%
GRAPHICS 88%
PLAYABILITY 88%
LASTABILITY 89%

88%

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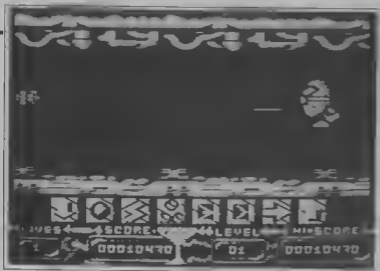
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64

Screen
Scene

INNER S·P·A·C·E

A "Ironic, non-stop blast 'em up set in the farthest reaches of Inner Space", it says here, and that is, unfortunately, the whole scenario. No invading hordes, no defence of the planet, not even an "only one pilot brave and good enough". This is not good enough. Don't people realise how difficult it is to write an

introductory paragraph without a loony scenario to rely on? Ho well on with the game.

Inner Space is, you may have guessed, a straightforward, horizontally scrolling shoot 'em up, with nine levels. In a multi-load format. On each, wave upon wave of aliens will attack you. In addition there are geographical hazards, and the now obligatory end-of-level alien

Should a complete wave of five or six aliens be destroyed, then a 'pulsing energy capsule' will float towards you. If you collect it then the first in a row of loons at the bottom of the screen will begin flashing, indicating that a new weapon is available at the press of a button. Collecting a number of capsules without trading them in will give you better weapons to choose from. Failure to destroy any wave will result in the available weapon slipping one step down

the power ladder, so it's important to be consistent. No that it matters much in reality, as most of the weapons make little difference, except for the bizarre 'lose a life weapon, which if used, kills you. Really useful, that one.

The parallax scrolling on *Inner Space* is excellent, and attractively done. Unfortunately, this is one of the very few good points about this game, as for the most part it is a hackneyed collection of ideas programmed with very little imagination. The graphics, particularly the backgrounds, are uninspiring and colourless, and the aliens aren't much better, for the most part being monochromatic or duo-coloured. The end-of-level aliens, often a showpiece of a programmer's skills, in this case are nothing more than large inanimate blobs, resembling nothing more much apart from an eggcup. The first level alien was repeated

on level three, which seems to indicate that little time or imagination was invested when putting this game together.

This is also indicated by the large number of glitches apparent, for example your craft sinks to the bottom of the screen without warning, or the game locks up for thirty seconds at the end. These are just the major ones but there are plenty of minor ones which just make the game scruffy and unattractive.

An unimaginative shoot 'em up which has the appearance of being rushed, and barely worth ten quid of anyone's money.

Seen Kelly

SOUND 40%
 GRAPHICS 49%
 PLAYABILITY 42%
 LASTABILITY 52%

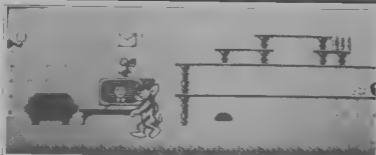
46%

**Software
Business**

Price:
£9.95 cass
£14.95 disk

AMIGA

Screen Scene



Jerry is the cutest mouse you ever did see, but that nasty Tom cat wants to get him hold on a minute, are we talking about the same vicious sadistic little rodent we all know and love? The mouse who drops icons on Tom's head and plugs his tail into the mains, surely not? From Magic Bytes badly translated manual you'd never know or perhaps this is just their all-range Germanic sense of humour.

There are two possibilities, either *Tom & Jerry* is so radically brilliant it will have been worth an eighteen month wait or it is so dismal they couldn't put it off any longer. See if you can guess which from this short description. It's a platform game. You drop bombs on Tom's head, you have to eat a lot of cheese.

Tom & Jerry's gameplay is so mind numbingly boring it even makes an evening in the pub with Mike Pattenden seem like a seven goal Wembley Cup final. (You're funny! Ed) Jerry has to leap from piece to piece of furniture and shuffling avoiding Tom's leaping

TOM & JERRY

attacks. Items like the sofa can be used, with repeated bouncing, to gain the height necessary to make the jumps onto the top shelves. Only on the highest shelves are you safe from attack, which makes it a particularly difficult game to play because getting up there is high impossible without getting stomped by the cat and when you're up there, unless there happens to be a bomb to drop, there's nothing to do. Fortunately there are a couple of distractions thrown in. Jerry can adjust the telly which has the effect of keeping Tom glued to the poggle-box for a couple of minutes and he can adjust the radio,

which rather helpfully makes both of them dance about with glee.

I'm afraid the rest of the game isn't even up to that standard of inspiration. The sound is a poor imitation of the Tom & Jerry theme, but the graphics are of a reasonable quality, the sprites are large and well defined, although movement is slow and balky, Tom being especially bad. However good they were, they couldn't relieve game play which combines being very dull with being very difficult. Not a winning combination.

Tom & Jerry is a license which had great potential for a game,

plenty of gratuitous violence and lightning pace all Magic Bytes have put into this is the barest minimum to get it into the shops with a nice pocy on the back with the hope that some hapless soul hasn't read a review like this. Less of a Meine Melodie and more of a dismal dirge, Magic Bytes should stick to songwriting, here's a gem from their instruction manual. Dutch cheese is red! Danish is blue! German cheese smells like an old jogger's shoe. **Mark Heley**

64

UPDATE

PRICE: £9.99 cassette
£14.99 disk

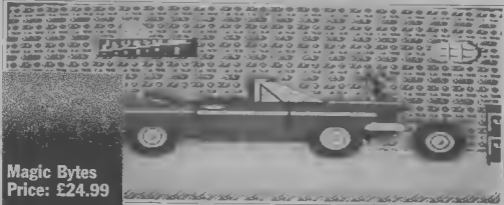
Without the decent sound and graphics of the Amiga, the 64 version has very little to recommend it. They don't even do a dance when you put the radio on. What a swizz.

| | |
|--------------|-----|
| SOUND: | 26% |
| GRAPHICS: | 35% |
| PLAYABILITY: | 30% |
| LASTABILITY: | 22% |
| OVERALL: | 25% |

SOUND 39%
GRAPHICS 44%
PLAYABILITY 22%
LASTABILITY 23%

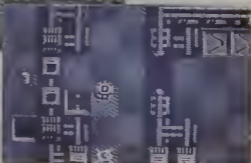
26%

The (car) race is on



Magic Bytes
Price: £24.99

Above: Lei battle commences. Opposite: Not a game for squares. Left: The tin machine



CITADEL



A series of eight underground cities has been discovered on a small desolate planet. Unfortunately, when the inhabitants left, they neglected to turn the electricity off, and consequently the cities' defence mechanisms are switched on and fully operational. It has been decided, therefore, that instead of sending in poor humans to get shot, electrified, blown up or crushed, droids will be sent instead. So, from the safety of the control centre, you must guide a droid through the eight cities to secure the technological secrets of this long dead race (which presumably doesn't include an electricity cut-out device).

Each of the eight cities is built on two levels, interconnected by lifts, and reaching the end of any city will involve moving between the two levels to progress. The cities are, of course, bristling with defence mechanisms, which emerge from the various traps you will inevitably encounter as you move. Firstly there are guns, which can fire in four directions, either diagonally, or vertically and horizontally, or in all eight directions on later levels. Droids will also be encountered, which just get in the way at first, but fire at you or ram into you during the later stages of the game.

Fortunately, your droid hasn't been sent into the twilight completely without armaments, and whilst not exactly overburdened with weaponry on the early stages, you are adequately equipped. You can also look up as you progress, which is done by accessing the various service hatches you encounter. Some will provide better weaponry, whilst others will refuse the droid or open up passageways, for example. You can also capture and control an enemy droid, which will then sit in a square adjacent to the one you droid occupies. You control the

movement of the captured droid, and can use it in various ways — for cover whilst firing from behind it, as a ping to block a trap and stop enemy droids emerging, or as a battering ram to destroy droids or gun installations.

The gameplay of *Citadel* is difficult to describe. It combines elements of *Parasol*, *Archon*, and many other games in a thoroughly entertaining way. It is, perhaps, one of the very few games to successfully combine chunks of strategy and business slaughter in equal amounts, without diluting the appeal of either. When your droid is stationary, for example, the defence droids and guns cannot detect your location, which gives you ample time to work out your next move. If your droid is moving, however, all manner of mayhem is let loose, with guns firing and droids chasing you.

The city layouts aren't exactly straightforward either, having a maze-like design which is going to require mapping if you are to get anywhere. Fortunately, mapping is aided by the checkered floor design, which also allows you to judge when you are about to come within range of an enemy gun installation. For these reasons I

found myself advancing slowly, picking off guns and droids where possible, rather than charging around firing mindlessly.

Gameplay aside, the graphics and sound on *Citadel* are excellent. Each of the cities has its own particular look, each presented in colourful and detailed graphics, with impeccable scrolling. The metallic tune and sound effects complement and enhance the look of the game, and it is quite obvious that the author, Martin Walker, has spent a lot of time in getting the graphics and sounds just right. This all makes for a tremendously addictive game, which should have wide appeal amongst gamers, and which proves that when it comes to brilliant gameplay, the 64 can hold its own against the 16 bits.

Sean Kelly

SOUND 84%
GRAPHICS 83%
PLAYABILITY 80%
LASTABILITY 86%

85%

Activision
Price:
£9.99 cass
£14.99 disk



BARBARIAN II

Since Palace's barbarian first heard the exhortation "Prepare to die!", few games have been seen on any format so testing or so bloodthirsty. From its inception as a beat 'em up on the 64 through to an arcade adventure which combined combat with maze exploration, Palace have consistently improved upon their original idea. *Barbarian II* on the Amiga is no exception.

Amiga owners who complain bitterly about straight port overs from the ST will be pleased somewhat by the extra effort that has gone into this version, or at least the impressive introductory sequence. Reminiscent of a really hot demo in its confidence and flourishes, a skeletal hand pierces a slit of the barbarian and beckons a "Follow me." You are then given a verbal command to



Behind you!



Nice shot — a flying header.

choose between the brute head-on or the spiritliness of Maria. Then, as you're told to insert disk two, a skeleton appears laughing hysterically — presumably at your impending doom. It's extremely impressively handled.

The idea behind the sequel is to pursue Drax to his castle and stop

him from doing any more damage. This takes you through three levels of action, before you manage to confront The Living Idol, a demon who, finally, is all that stands between you and Drax. The levels are split into three environments: you begin in the wastelands, with volcanoes on the

horizon, lava streams and pits which have to be leapt across; this is followed by the caverns, dark and forbidding, these contain streams of slime and more bottomless pits, finally you have to make your way through the castle



Palace Software
Price: £24.99

Best swilling Maria style.

AMIGA Screen Scene



Wim! Head on a stick, my love!

dungeons — plumping has to be timed to perfection here or a beastie is likely to pop out and munch you. Succeed this far and only the demon and

Drax
swail

The layout of the maps is identical to the 84 version, but the location of the various magic objects you need to collect has changed. These are crucial to completing the game. Most important are items like keys which open the portculls in the castle and the shield which guards against the demon's fire, and the jewel which disables the Living Idol which you must pass before you can get el Drax.

Barbarian II is essentially the same challenge it was on the 64. Heck you wot past the gruesome array of creatures that pop up every few moments, jump and run carefully through the screens and locate the objects. The nature of the game hasn't developed any. That might disappoint the more demanding among you, but it's hard to criticise this conversion. The graphics are large and well drawn. There are plenty of neat effects to complement them as well — head-chopping, mauling, and merciless clubbing — all accompanied by brilliant sampled noises. Sound is superb with

numerous grunts and groans, a brilliant dropping cry as you disappear down a pit and beefy thwacks as you lay into the beasts. The manic clucking of the mutant chicken will be enough to send you running in the opposite direction eventually.

There is something undeniably 8 bit about Barbarian II, its conception and gameplay are tried and tested, but that really doesn't put me off, it's too well executed. It's still a must for fans of de-capsulation everywhere.

Mike Pattenden



He plays for kicks.

SOUND
GRAPHICS
LASTABILITY
PLAYABILITY

88%
85%
88%
85%

86%

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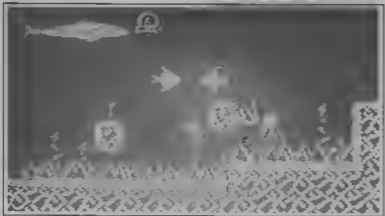
THIS AMAZING
HAND-HELD
BEATS THE
AMIGA



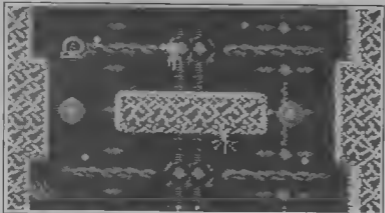
64

Screen
Scene

JAWS



Strenuous! Shark attack...



a ship that sank on a nearby reef. Your first task is to locate and recover the four bits of a gun and then find the mega-bullets needed to kill Jaws and win the game.

Basically, Jaws is one of those games in which you search a large map for different items whilst killing anything that moves. Like so many other games of this type the playing area lacks variety and becomes very boring VERY quickly. After about five minutes you start to realise that you've probably seen everything that the game has to offer, another five minutes and you'll be reaching for the on/off switch (if you're still conscious that is).

Some of the sprites are quite reasonable but are let down primarily by the game itself, and also by the lack of animation and variety. The graphics that make up the backgrounds are not as good as the sprites and some of them could quite easily be mistaken for corrupt blocks.

Sound is just about on par with the rest of the game. All you get is a semi-decent rendition of the Jaws theme tune and a few feeble sound effects.

If the game had been based more closely on the film then Jaws could have been a real winner but as it stands I just can't see anyone getting any enjoyment out of it for more than about half an hour.

You won't have to bother killing Jaws; I think that Screen 7 have done that quite adequately themselves.

Mark Mainwood

Screen 7
Price:
£9.99 cass
£14.99 disk

Amy Island is in the middle of a crisis. A female swimmer was almost completely eaten by a huge shark. All the police have been able to deduce from what's left is that she had dandruff — they

found her head and shoulders on the beach.

It is your job as the leader of a team of divers to search out and kill the shark (nicknamed Jaws); before too many more swimmers get chomped. Unfortunately the weaponry required was on board

GRAPHICS 51%
SOUND 35%
PLAYABILITY 28%
LASTABILITY 19%

29%

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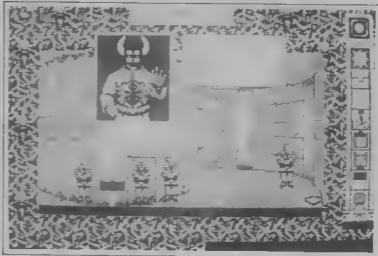
Screen
Scene

KULT

Dungeons and Dragons has always been defined as the definitive role playing game. It had to be expected that D&D would soon make its appearance on the home computer — and it did. The first computer RPGs were nothing more than text adventures. Then multi-player elements and character collection came to light. Now RPGs contain more bytes than any other computer game. *Kult* is no exception. It combines elements of role play with innovative arcade adventure-style gameplay. Sadly the software house feel they have to hide it all behind a mass of mind-numbing pseudo sci-fi scene setting in the instruction manual.

To cut a very tedious story exceedingly short, you play Raven, an estranged psi-mortal who has set off to a temple in order to rescue his buddies. The only way of doing that is by solving a series of tasks throughout the temple to attain the rank of Divo, then face the high Priestess. The tasks mainly involve taking something to somewhere, twisting a few levels, and collecting a skull. Sounds easy? First find the locations and avoid any traps, as well as aggressive guards.

Whoever designed the temple should be given a special award for managing to get so many colours in at once, without making



You'll be offered a useful object at the start of each game

a pukey. The movement around the temple couldn't be easier. A mouse-controlled cursor changes shape in accordance to the area of the screen it's in, helping you to decide your next action and making sure that you don't miss anything. The temple is circular with a series of rooms running from the epicentre. Each one forms a layer of the puzzle by setting a problem for you to overcome.

For example, one room contains a man with a rope around his neck. He can give you something useful but warns you not to approach — to ignore him is fatal.

When another character (or

more) is encountered an enlarged picture is pulled onto the screen, complete with speech bubbles. Be careful here, a sip of the tongue can prove fatal. It is also inadvisable to get into too many fights as it tends to alert the temple guards or any of the other of the rest of characters, especially the Master of Ordeals (the guy who sets your tasks). Existing Divos are also to be found wandering about, not that offensive, but then I don't recommend an attack either (try it and find out!).

Your PSI powers contribute greatly to the overall fun of the game. If you're losing a fight

switch on the PSI extreme violence power and you instantly wipe the mat with the opposition. Other powers range from a magic light, though sticky fingers (which allows you to climb up walls), up to brain warp which mind numbs a person of your choice. All have one thing in common, they drain your energy, fast. So don't over-use them.

Superb graphics and excellent sampled stereo sound help enhance *Kult* no end. What it does lack though is the particular atmosphere that needs to be generated by an RPG to give it that special something. On the positive *Kult* is a great, long lasting game. It just short of classic.

Mark Patterson

SOUND 87%
 GRAPHICS 89%
 LASTABILITY 81%
 PLAYABILITY 80%

80%

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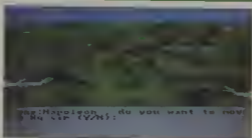
AMIGA

Screen
Scene

Not a new Cmem-aware train simulation, but probably the best wargame I've yet to see on any micro. This re-enacts the historical turning point in Napoleon's career where the Duke of Wellington guided the English to victory.

In many ways Waterloo will be especially effective to the more advanced player. All orders are given by you to your subordinate Commanders who then scurry off to the divisional Generals who in turn will execute the orders upon the various battalions of infantry, cavalry, artillery units and so on. It's at this level that the communication barrier breaks down and commanders will override your order under the pretence of better local knowledge, or just out of pure cowardice.

As with the real life job of a commander in the field of battle it's not just the troops movement you have to be concerned with. Supplies need to be hauled from one side of the field to another. Seeing as the radio wasn't going to be invented for another couple of hundred years all communica-



WATERLOO

tion is forwarded by runners. This means that your orders, if they reach the general, often take quite a while to be carried out from the moment they're issued, so a lot of

planning ahead is required.

Unlike similar wargames the commanders' view of the battlefield is limited to the position his camp is. So like the real thing if you want to see more you're going to have to pack up your kit bag and move, often taking risks through the battlefield. Unit views

also very limited for this reason. Often the indication for how well or bad a unit is doing comes through verbally and can be out of date or inaccurate.

The 3D graphics are every bit as good as LMS with the addition that they're coloured. But owing to the complexity and attention to

detail it takes a few seconds to draw up each screen.

Units can be selected by clicking on them with the mouse pointer, or by issuing a verbal order through the keyboard, although a nice yes/no system works round some of the more tedious parts of the game. If you should feel that you are being kept in the dark by the enemy and your spies at the start of the game you can select an option which will print up the opposition's battle messages, too, making life a little bit more revealing.

Although moderately complex Waterloo is surprisingly easy to get into and guarantees playing times of several hours a time. Highly recommended.

Mark Patterson



Waterloo
Mirrorsoft
Price: £24.99

| | |
|-------------|-----|
| GRAPHICS | 84% |
| SOUND | n/a |
| PLAYABILITY | 87% |
| LASTABILITY | 88% |

88%

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- ☐ DISK LOOK Best directory. Recover lost files. Display file start/end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented spreads. Edit Ram.
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CHEAPO

STORM WARRIOR

Encore

Let me get this right. A completely new game on the Encore label? But I thought... Oh, never mind. *Storm Warrior*, written by the authors of *Forgotten Worlds* as the inlay is at pains to tell us several times, has you saving the land from an evil witch by slaughtering everyone you encounter with your sword.

A bog standard flip screen beat 'em up game with some nice touches and a decent tune, but ultimately nothing special (53%)

SCOOBY DOO

Encore

Shaggy, Thelma and the two that look like Barbi and Ken have been captured by a mad scientist, who presumably is aiming to do mad scientific things to them. Scooby, of course, being the brave dog that he is wants to rescue them. His way is blocked by ghosts and demons, which Scooby eliminates by punching and collecting scooby snacks along the way for bonus lives. A fairly entertaining scrolling beat 'em up, nicely animated, but which is limited by lack of variety. Colour and soundwise, it doesn't look much better than the Specy version. (60%)

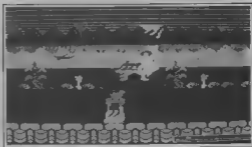
DEEP STRIKE

Encore

Another Durrell re-release from yanks ago, which this time has you taking on the Red Baron and various other Johny Foreigner types in aerial combat. You control a bi-plane, in which you should, according to the scenana, defend your self whilst bashing the nasty Hun. In reality, this proves practically impossible, as your own planes get in the way, so you blast them as well. Much more fun.

A fairly attractive and entertaining game, but a bit awkward to control. It tends to slow down dramatically when there's a lot going on on the screen. (62%)

Scooby Doo.



Yie Ar Kung Fu

YIE AR KUNG FU Hit Squad

Another re-released Ocean coin-op conversion, this time in the shape of Kanami's oriental beat 'em up *Yie Ar Kung Fu*. Long since surpassed as a top combat game, this is still worth a look.

Take on a succession of

fighters in an attempt to become a Grand Master it says, but YAKF has nothing to do with chess. Expect plenty of hopping around, pirouettes and kicks in the gookies from this. Colourful and challenging, it keeps up the high quality of re-releases already set by Ocean on this label. (73%)



R OUND-

ADVANCED BASKETBALL SIMULATOR

Mastertronic

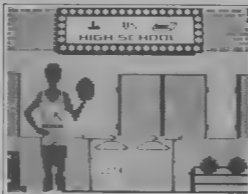
Absolutely no prizes for guessing what this is. A straightforward version of basketball for the 64, not surprisingly. You control either of two players, against either the computer or a friend, in a side on at a view scrolling pitch. Imparted from America, we suspect, it is certainly well programmed, and once the controls are mastered, it is surprisingly good fun to play. ABS is let down by an incredibly stupid loading system, but if you can put up with reloading every time you want a new game, it's worth a look. That's if you don't have one of the mass of basketball games already available (76%)

RESCUE ON FRACTALUS

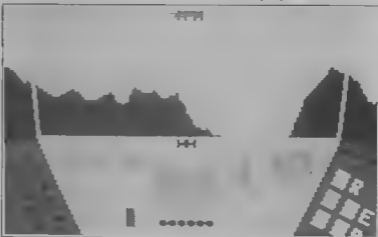
Mastertronic

A re-release of the old Lucasfilm/Actvision game, in which you must rescue various stranded pilots from the surface of the planet Fractalus. This involves piloting a craft through treacherous mountains, whilst blasting the UFO's and gun stations, and landing whenever you pick up a pilot on the radar.

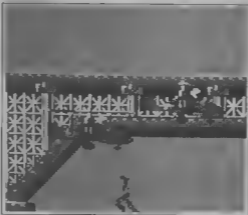
As you may guess, the scenery of the planet Fractalus is generated using fractals, which makes for a smoothly regenerating planet surface, and the quality of the graphics greatly increases the appeal of the game. It looks a bit dated and blocky, but it does boast addictive gameplay and nice sounds. An unusual and for its time innovative game which is definitely worth the asking price from Mastertronic. (85%)



Advanced Basketball Simulator.



Rescue on Fractalus.



Green Beret.

SABOTEUR II

Encore

A re-release of the 1987 sequel to the best-selling Saboteur from Durell, in which you must avenge the death of your ninja brother. This involves charging around 700 screens of platforms and ladders, collecting cards to redirect a missile and then escaping in one piece. Strange way of exacting revenge if you ask me, but then I'm not a ninja. Nice big figures and plenty to do should keep those with a penchant for ninjago happy for quite a while. One of the few games you get to play a female character in — though it's hard to see the difference. (68%)

GREEN BERET

Hit Squad

Ocean's conversion of *Green Beret* still remains a high point for them. The Taiga beat 'em up was faithfully reproduced in virtually every respect. As scrolling horizontal beat 'em ups go, *Green Beret* spawned hundreds of imitations at home and in the arcades.

Ocean's conversion of the game was done by Dave Collier, with sound by Martin Galway, and it's a testament to the quality of their work that the game remains as playable as it is. The backgrounds are immaculate, with good effects and effective animation. The challenge is still a tough one and a three quid if it's one you can afford not to miss. Re-release of the month. (91%)

UP

UPDATE

Minutes before the deadlines and four games arrive. Lesser mags would make you wait a month. Do we? No. We're too kind, we are.

HIGH STEEL

Screen 7 AMIGA

As one of the country's highest paid construction workers, your job is to build concrete and steel buildings as fast as possible, in this strange game from Screen 7. There are of course hazards to prevent this being an easy job, such as falling bricks, aliens, and crawling bombs, each endeavouring to prevent the structures getting built.

The graphics are almost cartoon like, brightly coloured and extremely crisp and effective. There are sound effects for just about everything, but unfortunately they in no way match up to the quality of the graphics. Gameplay wise, it certainly won't have you frantically tugging the joystick in all directions, but building each structure does have an appeal, and becomes almost puzzle-like at times. An attractive and unusual game which defies categorisation.

66%

PHOBIA

Mirrorsoft AMIGA

Phobia on the Amiga does not measure up to its predecessor

on the 64 unfortunately. It is a horizontally scrolling shoot 'em up, and the scrolling is fine. The screen colourful, but there is simply too much going on at once on the screen. At times it is impossible to get through a wave of aliens, as there are so many. In addition to bullets, bombs and missiles all aimed squarely at your ship. A difficult game is fair enough, but this is crazy. Sound is about average, which pretty much sums up the rest of the game.

63%

RICK DANGEROUS

Firebird AMIGA

Tony Dillon gave the C64 version of *Rick Dangerous* a well-deserved 84% a couple of months ago, and the Amiga version is, fortunately, every bit as good as the earlier incarnation. The gameplay is practically the same in this flip screen arcade adventure, but obviously the sound and graphics have been enhanced.

There is an atmospheric little tune at the start of the game, and brilliant spot noises, including a fantastic gunshot and scream sound every time you shoot someone. The graphics build

Rick Dangerous

on the strength of the 64 version, with highly detailed but attractively coloured screens throughout.

My only complaint is that it might have been possible to introduce decent scrolling on the Amiga, as opposed to the pseudo-tilt screen effect on the 64, but this aside, it is in every way a worthy successor to the 64 version.

86%

SAVAGE

Firebird AMIGA

We first reviewed the 64 version of *Savage* in November of last year, so methinks a brief recap is on the cards. *Savage* is a three part game, each part linked by a fairly feeble scenario, but thankfully no one buys games for their scenarios.

The first part is a horizontally scrolling beat 'em up of sorts, with the main

character throwing an endless supply of axes at the constant stream of mutated animals which attack him. Some of these will leave bottles of drink, diamonds or better weapons when they are killed. In the second scenario, you fly through a valley similar in look and style to the *Buck Rogers* arcade game from years ago, avoiding huge monoliths, whilst attempting to shoot skulls which drift into your sights. In the third you are an eagle attempting to locate a maiden through labyrinthine passages and cells.

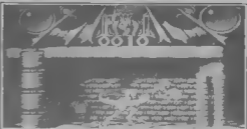
The graphics and sound on all levels are both excellent with a brilliant tune on the first level in particular. The graphics are highly colourful and the sprites are large. The animation of the main figure on level one is a little awry when he jumps, but apart from that it is excellent. To sum up brilliant sound and graphics, and two disks crammed with excellent gameplay.

79%

Phobia



Savage



INTO THE

Keith Campbell goes a-walking by the sea, tries to solve an unsolvable game and wonders how to find Ambrosia. All of this, plus a review of *Deja Vu II* and adventures clues, too.

Robert Isaac of Wembley is a great fan of Sierra adventures, but is disturbed by how long it takes for them to be released. He is looking forward to playing *King's Quest IV*, *Manhunter*, *Leisure Suit Larry II*, *Police Quest III*, *Space Quest III*, and *Gold Rush* — "all in a matter of three months after a gap of two years!" says Robert, adding: "It makes me wonder how committed Activision is towards Sierra?"

Activision recently held a Press Reception to publicise Sierra games, attended by Al Lowe, *Leisure Suit Larry* author — not the sign of a lukewarm approach. There have been quite a few Sierra titles released over the last eight months, but it is only the Amiga versions that have been so bunched together. The games are produced on a PC, and then converted to Atari ST, with the Amiga version appearing last. Following the development of their new improved interpreter, Sierra and Activision will hopefully be able to space things out more evenly in future.

In *Jure's Valley*, Coliu Kennedy was searching desperately for a cookie to give to the little red demon in *Uninvited*. Luc Styren extends a helping hand from Belgium: "It is not as easy as he thinks," explains Luc. It seems the cookie is in a jar hidden inside the safe. The combination for the safe is found by examining the files on the elements, which are found in the desk in the study. The numbers required are those shown on the

scroll, used in the same order. Even then, you'll still have a smashing time trying to get the cookie out of the jar!

Luc continues with some advice about the light fitting in the bathroom. It is NOT a rod herring, as Colin thought, but leads to the final battle in the bid to save your brother. The puzzle involves flooding the room so you can float up and open the fitting, thereby creating another exit. Do this when you hear your brother yell for help.

Melbourne House's *Classic Adventure* has always been a bit of a mystery to me. Written by John Jones-Steele in his Abersoft days, it is based quite closely on the original mainframe *Colossal Cave*. But it is not identical — and therein lies the difficulty to the basement in *Higel's Revenge* have been discussed in *The Valley* recently. There are two ways it can be done, involving not carrying anything whilst escaping, as I reported in June. Now, Lee Larder of Newport in Gwent, comes up with yet another variation on this puzzle.

"There is a very much easier way," writes Lee. "Type DROP ALL THROUGH WINDOW. Then you have no objects so you can squeeze through!"

Don't forget — the Valley Rescue is here to help you with your problems! And any help you can pass on, through me, to other adventurers, will be most appreciated. If you have anything to say on the subject of adventures, write to me at The Valley, C/L, Priory Court, 30-32 Farrington Lane, London EC1H 3AL and I'll get back to you as soon as possible.

Michael Birch is trying to stop the pollution of the Barren River, in *Pool Of Radiance*. Having entered the temple at Sorcerer's Island, he can find nothing to do inside, nor can he find Yarash the Sorcerer.

Methods of getting out of the basement in *Higel's Revenge* have been discussed in *The Valley* recently. There are two ways it can be done, involving not carrying anything whilst escaping, as I reported in June. Now, Lee Larder of Newport in Gwent, comes up with yet another variation on this puzzle.

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ADVENTURE CLUES

THE BIG SLIAZE:

To get the torch to work, insert battery in flashlight, and switch flashlight on.

SHADOWS OF MORDOR:

If you can't move the raft, you have built it in the wrong place! Try S, NW, SW of where you found the logs.

REBEL PLANET:

The deflector is in the Cas-Mop.

COLOUR OF MAGIC:

Save Horn from being crushed, and then examine the boulder, if you are to kill Bel Shammoth.

WOLFMAN:

To escape from the Moonfield, pick a flower in each location so that each has a broken stem. The last lunatic will have a 21 inch stem. From the 15 inch stem, go N, E, N, W, N, W, and N. To kill the hunter eat the flower.

To enter the monastery kiss Nardia.

ULTIMA IV:

The password to the codex is VERAMOCOR.

QUEST FOR THE GOLDEN EGGGUP:

To escape from God's Dungeon, try digging in the sand.

RARD S TALE III:

To enter the Black Tower, cast MAF, SHIP, FEAR, SVEL, SPB. To get the Black Lens from the Black Wizards, go up the stairs, cast APAB, and go east and up. Kill the wizards and take the lens.

VALLEY

CAMPBELL'S COMMENT

* Down here in Bournemouth the sun is shining, surfers are surfing, and holidaymakers swarming. We, the residents of this delightful over-65 holiday resort, are having problems with *Shadows*.

After working on it for several weeks we are unable to get past the troll, or toll bridge. Please help, otherwise we will have to spend all day down the beach in the glorious sunshine. Yours getting very brown,

Dan Stride,
Bournemouth.

Campbell's Comment: Just treat the troll like any ordinary holidaymaker crowding you off the pier — push him over the edge with your spear! Please send another letter for me to answer, otherwise I will have to spend all day up on the downs, to get away from all the trippers tripping, and traffic snarling, along the coast here in Brighton!

Now here's a dissatisfied customer, until recently stuck in an alchemist's pentagram. I thought (that had been most helpful — but perhaps I should have left him there...

* Once more I write with concern as to *The Lurking Horror*, and also to tell you how utterly useless you are! How dare you insinuate that I hadn't reached the altar? What do you think I am? A Young Conservative?

Also, I am desperate to get my hands on *Bureaucracy*, but I have heard that an 80 column monitor is required to play it comfortably. Is this true? Is there any way round it?

Oh, by the way, I've just sent off for *The Leather Goddesses* game, and needless to say am sweating in anticipation of its arrival. Play about the under-18 protection mode (being but 14 years of age) and... Oh my God, I've just gone blind!

Thank you for reading this drivel, and please send some useful answers this time.

Andrew Reston
Yeovil.

Campbell's Comment: Personally, I find that a well-upholstered portable TV set can be just as comfortable as an 80 column monitor. There is a way round it, but be careful not to trip over the mains or serial leads. Had you not so tragically lost your sight in anticipation of the girls in *Les* then, I would have suggested that *Bureaucracy* will appear very similar to *Lurking Horror* if played on a telly. And let me remind you, Master Reston, that Infocom games are designed to be played from the keyboard, and do not require the use of a joystick.

And after that accusation of incompetence, how about a pat on the back?

* I am a big fan of Rod Pike, and would be interested in any new adventures he has released. If possible could you list all his adventures?

This may seem like a big request, but in truth I think into *The Valley* is the best part of the magazine, and I would do anything to make the section bigger.

Keep up the good work

John McCall
Paisley.



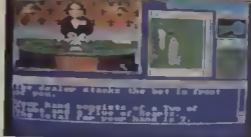
Campbell's Comment: Pike, the complete Rod Pike catalogue will increase the size of neither CU nor *The Valley* by more than a few lines! Rod kicked off with *The Pilgrim*, and followed this with three horror adventures: *Dracula*, *Frankenstein*, and *Wolfman*, all released by CRL. The last three have recently been re-issued as a trilogy. The

good news is that Rod is reported to be working on a new horror adventure entitled *Satan's League*, a story about a professional footballer who sells his soul to the Devil to rise to fame — and then the Devil wants his due (what relegation? Ed). The bad news is, this adventure may be available only for the Atari ST.

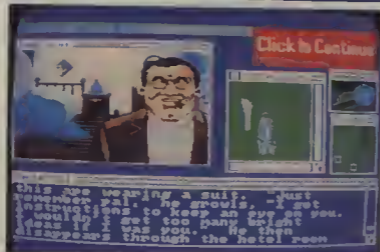
More comment next month.

Do you already own a computer?
If no, what h one do you own?

INTO THE VALLEY



No doubt, Mr Harding



Hardly an Uncle figure, watkins

DEJA VU II Lost in Las Vegas

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When the original *Deja Vu* was first released on the Macintosh its software technology caused quite a sensation. Two more games in the same format followed, *Shadowgate* and *Uninvited*, and now a sequel to the original has arrived.

Deja Vu II uses the full windowing capabilities of the Amiga, and play is almost 100% by mouse. Word icons

are used to enter command verbs, and the picture and/or a graphical representation of a carried object is used to complete the command. Click on EXAMINE, and then click on an object in the picture, and a description of it is displayed in the text window. More common verbs like TAKE or DROP are executed by simply dragging the required object from picture into an INVENTORY window and vice versa.

The verb OPEN, used in conjunction with a container, opens up a window showing the contents of the container. So, for example, to get something out of your wallet, you first 'open' your trousers, revealing the wallet, and then open the wallet. Items can similarly be transferred between the various container

windows that are currently open. These windows can be treated exactly like any other window — they can be sized, 'fulled', scrolled, and dragged to any position on the screen.

Moving about is done by double clicking either on an exit shown in the picture, or on a mini plan view of the room in which exits are highlighted. If the exit isn't open, the first double click on it will open it — provided that it isn't locked.

If that isn't enough, there is extensive animation within

the picture. But, disappointingly, on the Amiga there is no sound — and the digitised sound of a railway station, with steam trains arriving, and porters shouting 'all aboard!' is sadly absent in comparison with the Atari ST version. The Amiga picture, too, when using a TV, is of poorer quality than that on the ST, and the window titles are very indistinct.

But what of the game itself? You're Ace Harding, back again after being cleared of the murder of Joey Siegel. This time you're being chased by mobster Tony Malone over a little matter of \$112,000 of his cash — cash which Siegel hadn't accounted for at the time of his demise. Malone suspects you have it, and gives you just one week to get hold of it and pay up, or else... And just to make sure he doesn't lose track of you, he assigns Stogie, one of his heavies, to keep a watchful eye on your movements.

At the start you find yourself in a dingy hotel room in Las Vegas, and soon reach the conclusion that a visit to Chicago would be a good idea. The local train service is quite frequent but unfortunately costs money. Let's hope you go lucky — or wise — in the casino!

Deja Vu II is a worthwhile but not an easy game. How can you get past the morgue attendant, for example? To what use can you put the hidden secrets you uncover in Joe's Bar? Attention to detail and perseverance are needed to progress through the story, but will prove rewarding and result in an entertaining and enjoyable adventure.

GRAPHICS: 76%
PLAYABILITY: 81%
PUZZLEABILITY: 90%

83%

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HELPLINE

RESPONSES

LAST NINJA

First off we have Silon Birkelund's response to P. Bradshaw's request for some advice on the "palace garden" level of *The Last Ninja* (June issue, ref E1.)

Head for the omulet first, crossing the water to get there. Now return, heading for the apple, which is hidden among some rushes on the room indicated.

Now get the rose, remembering to hold the glove before you do so. Head for the Buddha, samensaulting (long jump) over the small stream just before you get there, and give him the omulet. Before doing this, however, set your weapon use to zero, as you would for the Buddha or fountain normally.

Water — West to East: two long (screen changes), followed by short, medium, long, starting from the bottom of the path right at the edge of the water.

Water — East to West: short, long, short, any (to change screen), medium long. Start just above the blob of water on the path and remember that this is not a false crossing.

Silon adds: "I desperately need help!! Please print some hints, tips, pokes or listings (preferably for infinite lives) for *Indiana Jones & The Temple Of Doom*, *Mermaid Madness*, *Mission Elevator*, *Infiltrator*, *Ace Of Aces*, *Rampage*, *Spitfire 40.*" (ref D1).

GARFIELD

This is in response to Darren Nogle's request (ref F1). As soon as you start, it's best to pick up the rubber band and drop it next to the water behind the cottop (left from where you start). Wait near the door

Thanks to everyone who sent in a letter. If yours hasn't appeared this month don't worry. It may pop up in a future issue.

If you want to get hold of a particular solution, poke, hint, tip or listing then send it in to the Help-line and we'll print your enquiry. A selection of replies will be published each month — and the rest we will send on to you.

And, if there's a particular problem with which you think you can help, send your reply to Responses at the same address below.

and, providing he's carrying something already, Odie will bounce up to the door and open the cottop. This gives you quick access to the "world outside".

Now get the torch from the bedroom. Go to the sewers (you can enter them by going to the shed or to the park where a busty lady sits). Find Narmol, the kitten, and keep kicking him until he drops a clockwork mouse. Let Odie pick up the mouse and make your way back to the tap.

Swap Odie, the torch, for the mouse and go to the health food shop. Drop the mouse. The woman's head will spin around and she'll give you a green doughnut (yuk!) Swap Odie the torch for the doughnut.

Head back to the sewers. When you see a large rat near a chest, get the doughnut back from Odie. Drop the doughnut and the rat will clear off and eat it. Kick the chest and a key will appear. Then give Odie the key and make your way back to the tap (WITH the torch).

Next, go to the park where the busty lady sits. Get the key off Odie and drop it on the floor.

Now get the bucket from the back garden. Take it to the hardware shop and drop it. A dollar note will float down. Pick this up and go to the health food shop. Select "USE" with your joystick and a pile of

birdseed will appear. Pick this up.

Go once again to the park where the lady sits. Drop the birdseed and quickly pick up the key. A big bird will swoop down and take you to the City Pound.

Go right, up the alley, and right again. You'll now find Arlene!! She'll give you a smacker on the lips, the screen will fill with flowers and you'll go off together arm-in-arm!

GENERAL HINTS AND TIPS FOR GARFIELD

I) NEVER EVER attempt to go to the sewers without the torch.

II) To get lots of points do any of the following: a) Go to the pizza party (a building without a sign on it). Wobble your joystick left & right to eat pizzas. When you get splatted by a pie you'll fall down a hole to the sewers. If you've eaten a lot, you'll see a pizza monster!

b) Take the golf ball from the shed to the golfcourse (the scene before the busty lady picture). Kick it to try for a hole-in-one. If you miss you'll find the ball near — yawn — the busty lady.

c) Jump on the settee and kick it. You'll then see it's napped.

III) Pick up the onsead balls for invincibility (as long as you carry them).

IV) If Odie picks up the onsead balls he'll nat pinch any of your items.

Craig Thornton, who sent in

this solution to Garfield, wants to know if anyone can send him a working poke or cheat mode for the Amiga LED Storm (ref D2)

SPACE HARRIER & SENTINEL

Jason Pope, from Leamington Spa, really has done us proud this month, sending in pokes for *Space Harrier* (Poul Jukes, F2) and entry codes for *The Sentinel* (Nicholas Butler, F5).

SPACE HARRIER TYPE LOAD (Return).

When found, the message comes up and the cursor will reappear. Poke 1011, 248. Poke 1012, 252: RUN (Return). Next, when cursor comes back, Poke 816, 167: Poke 817, 2: Poke 2096, 248. Poke 2097, 252.

sys 2061

Finally, Poke 5834, 96 (infinite time); Poke 6010, 173 (infinite lives); Poke 2214, (0-255) (inc/dec time); Poke 6543, 0 (Disable missile sprite collision); Poke 6059, 0 (Disable sprite collision); Poke 7236, 0: Poke 7231, 0 (Autofire); Poke 6666, 234 (smart bomb); Poke 14631, 127 (slow down); Poke 2456, 69 (speed up); Poke 2213, 255: Poke 8110, 0 (No Poles); Poke 12702, 0 (no trees); Poke 12721, 0 (no pillars); Poke 12811, 0 (no rocks); Poke 12857, 0 (no bushes).

SYS 2128

It is advisable not to poke everything: it will probably cause a system crash.

SENTINEL

0001 02254153

0002 88534263

0003 36478937

0004 81747818

0005 53670951

0006 76964997

0007 64949596

PLAY TO WIN

0008 76465990
0009 58618458
0010 67510065
0011 65614978
0012 40693494
0013 26006956
0014 05801695
0015 78871093
0016 99655727
0017 87507474
0018 89584716
0019 73490728
0020 91287667
0021 82598093
0022 79666357
0023 67748965
0024 65980879
0025 57574486

0050 56303937
0232 66446003
1318 58896035

To gain specific codes at the end, when you have materialised on top of the sentinel's block, before hyperspacing have the right amount of energy blocks to get to the desired code. For example, if an level 20 you wish to gain the code for 30, you would need three robots and a free of energy. Anything above this can be utilised in making traps around the landscapes.

Them sentinels won't have a chance!

David Shire, from Ilford, sent in these tips for Space Harrier.

The first main tip is, if you have a joystick with autofire, turn the autofire on. The next tip is to remember to keep on the move and not to stop moving, even if nothing is firing at you.

Note: when you shoot on object (e.g. tree, boulder, mushroom etc) move out of the range of the blast, otherwise you will be caught by it and lose energy.

In case you did not know already, your energy is measured by the number of hits you take.

The maximum number hits you can take is 7. When you start a new life remember to count the number of hits you receive so you can be more careful and know when your time is up. Take advantage of

the time limit on level 1 and go absolutely haywire (you cannot lose lives on this level).

To destroy end-of-level guardians you have to shoot them in the head. The easiest way to destroy an end-of-level guardian is to follow its head or heads.

If you use these tips the game should be a bit easier.

Remember keep the autofire on at all times during the game. This is on essential tip.

ENQUIRIES

JINXTER

I am totally Cheesed Off with Jinxter. I own an Amigo so I have the excellent graphics, but one thing on the game beats the hell out of me. How do you get the ladder into the tower? I have tried every method possible but it's just that I can't get it through the clockmoken shop. Oh, and also how do you get the charm out of the bakery? And how do you get the charm out of the Post Office?

J Gryden,
Cleveland (Ref D3)

ZAMZARA

I hope you can help me with my problem; I recently bought Zamzara (Rock II) on budget for the C64, but I can't get anywhere (save a couple of inches on-screen); it's one tough shoot 'em up. To give me a fighting chance, please are there any pokes, hints or tips (pokes for infinite lives preferred) that would help?

Andrew Williams (Ref D4)

ELITE

Some days ago I bought Elite for my Amigo. I have heard that in Elite you get a few missions to fly. O.K. that's fine, but how do I get these missions? I have read the instructions, but they do not say anything about any missions. Please, somebody help me so

that I can get into some sensas gaming! Oh, and there's one more problem: how do I enter the Cheat Screen? I know there is one, but not how to enter it! Thanks to everyone who is able to help me!

Dag-Heine Bjørndal
(Ref D5).

KNIGHTMARE

Help! I recently purchased Knightmare for the Commodore 64 and cannot get past the second cave. I've tried everything.

You begin the game in the first cave. There is some food, a rack, a torch and an old man and one door out. After picking up the food, the rack and the torch, I opened the door and went through to the second cave in which there's another torch and a door, but this time, when I tried to open the door, I was told that it was locked! There is no key.

Throwing things at it does no good and asking the old man is a waste of time — even if you give him food or water he just repeats the same thing, "I am old and frail and will waste away".

I've tried asking everyone possible, the ancies, the dungeon master, etc, but it's no use.

Can you or anybody else please help me!

Tony Stokes
(Ref D6).

GREAT ESCAPE

I've got a problem, I'm absolutely stumped by the game called Great Escape. When you collect the Red Cross parcels and you take the third one and the fourth one, and when you go back to your hut and try and make an exit, the fire/stove comes towards you and makes the game crash. If some one knows how to do this, I will be very grateful. By the way I have a C64. Has anybody got a start/finish solution to this game?

Jason Keable
(Ref D7).

How to use the Helpline

It's easy. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response. Post your letters to Play to Win Helpline, CU, Pnory Court, 30-32 Farnagdon Lane, London EC1R 3AU. Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, ie why you need a poke, why you would like a particular listing.

The sender of each letter published will get a free piece of software. This month's winners will be getting a copy of US Gold's *Forgotten Worlds*, Amigo or 64.

Next month will see another goodie up for grabs. Sorry, but we're unable to respond to individual requests for games.

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each on a separate sheet of paper. Likewise, if you send in a response but have an enquiry too, that way we can file everything in neat alphabetical files.

POKES

AMIGA

XYBOTS

This hack will give both players infinite energy. Boot up Amiga Basic and type in the program and, before running it, save it to disk as you will not be able to re-access ABasic after. Some flashing lines should appear and the power light will go off; this indicates a system take-over is occurring.

10 REM *** CRACKED BY

ANDY GRIFO, XYBOTS.VOI

20 checksum = 0: total =

250477: crack = 523618

30 START = 523520: FINISH =

523667: GOSUB 50

40 GOTO 90

50 FOR n = START TO FINISH

STEP 2

60 READ a\$: a = VAL("&h" +

a\$)

70 checksum = checksum + a

80 POKEW n, a: NEXT

n: RETURN

90 PRINT "Your CheckSum =

: checksum

100 IF checksum <> total

THEN PRINT "Data

Error": END

110 PRINT "Place XYBOTS in

Drive 0 and then click an"

120 PRINT "both of the Cancel

Requesters, When Loaded"

130 PRINT "both players will

have Infinite Energy"

140 INPUT "PRESS RETURN

TO BOOT XYBOTS", Grifo\$

150 CALL crack

160 DATA 23fc, 0007, fd10,

0003, 0124, 4ef9, 0003,

000c

170 DATA 23fc, 4eb9, 0007,

0000, d292, 23fc, fd4c, 4e71

180 DATA 0000, d296, 4df9,

0000, 0600, 0879, 0001,

00bf

190 DATA e001, 323c, 000a,

203c, ffff, ffff, 13-c, 00df

200 DATA f180, 51-c8, ffff,

51-c9, ffee, 4ed6, 117-c, 0063

210 DATA 001d, d0fc, 0020,

117c, 0063, 001d, 90fc,

0020

220 DATA 4e75, 2-c79, 0000,

0004, 41f9, 00fa, 88-c, 43f9

230 DATA 0007, fbba, 303c,

0145, 12d8, 51-c8, ffff, 2a3c
240 DATA 0003, 0000, 23fc,
cb40, 4e71, 0007, fbfc, 4ef9
250 DATA 0007, fbd0
Andy Grifo.

RAMPAGE

Boot up AmigaBasic and type in the listing. Before running it save it to disk as you will not be able to re-access AmigaBasic. The hack will give all three players infinite energy.

10 REM *** CRACKED BY

ANDY GRIFO, RAMPAGE

VO.1 ***

20 checksum = 0: total =

367658: crack = 523198

30 START = 523072: FINISH =

523269: GOSUB 50

40 GOTO 90

50 FOR n = START TO FINISH

STEP 2

60 READ a\$: a = VAL("&h" +

a\$)

70 checksum = checksum + a

80 POKEW n, a: NEXT

n: RETURN

90 PRINT "Your CheckSum =

: checksum

100 IF checksum <> total

THEN PRINT "Data

Error": END

110 PRINT "Place RAMPAGE

in Drive 0. When Loaded all"

120 PRINT "three players will

have infinite energy"

130 PRINT "now when ready

RESET your Amiga"

140 "PRESS CTRL+AMIGA+

AMIGA TO BOOT

RAMPAGE"

150 CALL crack

160 DATA 23fc, 0007, fd4e,

0003, 00ba, 4e0c, 000c,

0879

170 DATA 0001, 00bf, e001,

23fc, 4eb9, 0007, 0000, fca2

180 DATA 0001, d38e, 48e7,

8000, 303c, 0100, 3340,

85d8

200 DATA 3340, 85a2, 3340,

860e, 4cd8, 0001, 4e75, 2-c78

210 DATA 0004, 2e3c, 0003,

0000, 207-c00fe, 88-c, 43f9

220 DATA 0007, 99fa, 303c,

0145, 12d8, 51-c8, ffff, 23fc

230 DATA 2007, 4e71, 0007,
fa3c, 4ef9, 0007, fd10, 2-c78
240 DATA 0004, 426e, 002e,
2d7c, 0007, fbd0, 0276, 4e0e
250 DATA fd9e, 2d40, 022a,
4ef0, fff, 0007, fbe2, 0000
260 DATA 0000, 4a1c, 0007,
f0e2, 0007, fbfc, 0121, 00f6
270 DATA 0007, fc06, 0000,
0000, 0007, fb8e, 2863,
2941
280 DATA 2e47, 7269, 666f

Andy Grifo.

THE DEEP

This program will supply you with unlimited lives for both players BUT it will only work if you have got 1Mb or more of memory.

Method

1. Reset your Amiga and load AMIGA BASIC.
2. Type in the program listed below.
3. Save the listing for future use.
4. Run the program.
5. Follow the instructions on the screen.

Listing

10 REM *** THE DEEP

CHEAT (C) DAVID SLACK

20 CHECK=0

30 CHEAT = 12845056&

40 FOR N= CHEAT TO

12845174& STEP 2

50 READ A\$

60 A=VAL("&h" + A\$)

70 CHECK=CHECK+A

80 POKEW N, A

90 NEXT N

100 IF CHECK <> 421284&

THEN PRINT "ERROR IN

DATA": END

110 PRINT:PRINT "PLEASE

INSERT YOUR DEEP DISK IN

DFO."

120 PRINT:PRINT "AND

AFTER CLICKING ON

CANCEL TWICE PRESS ANY

KEY."

130 A\$=INKEY\$: IF A\$=""

THEN 130

140 CALL CHEAT

150 DATA 2C78, 0004,

207C, 00FE, 88C0, 43F9,

0007, 0000

160 DATA 303C, 0145,
12D8, 51C8, FFFC, 22FC,
08FC, 0000

170 DATA 22FC, 007E, 4E5D,

328C, 4E75, 4EB9, 0007,

001A

180 DATA 41EC, 007C, 30FC,

4EF9, 43FA, 0008, 20C9,

4EEC

190 DATA 000C, B08C, FFFF,

FFFF, 6704, 4EF8, 00CA,

41FA

200 DATA 0010, 43F8, 0E0A,

32FC, 4EF9, 22CB, 4EF8,

0484

210 DATA 2E3C, 4E71, 4E71,

23C7, 0000 FF5C, 23C7,

0001

220 DATA 8F34, D3D1,

4E91, 4E73

David Slack.

POWER STYX

This program will supply you with unlimited lives.

Method

1. Reset your Amiga and load AMIGA BASIC.
2. Type in the program listed below
3. Save the listing for future use
4. Run the program.
5. Follow the instructions on the screen.

Listing

10 REM *** POWER STYX

CHEAT (C) DAVID SLACK

20 CHECK=0

30 CHEAT = 1280&

40 FOR N= CHEAT TO 1370&

STEP 2

50 READ A\$

60 A=VAL("&h" + A\$)

70 CHECK=CHECK+A

80 POKEW N, A

90 NEXT N

100 IF CHECK <> 286804&

THEN PRINT "ERROR IN

DATA": END

110 PRINT:PRINT "PLEASE

INSERT YOUR POWER STYX

DISK IN DFO."

120 PRINT:PRINT "AND

AFTER CLICKING ON

CANCEL TWICE PRESS ANY

KEY"

130 A\$=INKEY\$: IF A\$=""

PLAY TO WIN

THEN 130

140 CALL CHEAT
150 DATA 2C79, 0000,
0004, 207C, 00FE, 88C0,
43F9, 0007

160 DATA F000, 303C, 0145,
12D8, 51C8, FFFC, 22FC,
DBFC

170 DATA 0000, 22FC, 007E,
4E5D, 328C, 4E75, 4EB9,
0007

180 DATA F01A, 41FA,
000A, 2948, 0112, 4EEC,
000C, 41FA

190 DATA 000E, 23C8, 0005,
413E, 4EF9, 0005, 4000,
33FC

200 DATA 6600, 0002, E446,
4EF9, 0002, D000

David Slack

Stalker crawl on the floor and then get up behind him and throw the brick. Keep an removing the brick and doing the same thing

Zone 3 — City lights

Continue to your right and watching out for dogs. Jump over the first obstacle, then pick up energy and carry on.

To kill the third Stalker stand up a fair distance away and keep ducking. Pick up the brick which is to the right of him and, as he fires, duck and throw the brick. Pick up energy points when needed and make sure he doesn't get out of sight.

Zone 4 — The complex

Watch out for dogs while running to the right. Don't pick up the brick — it's really not needed.

When the fourth Stalker appears, crawl along the floor to dodge his fireballs. When he takes off, stand up and kick him as many times as possible. Then start crawling again. Pick up energy when needed. A shield isn't required. You can pick up a dustbin lid and black shots or hit back with it.

Zone 5 — The studio

Watch out for dogs and pick up energy if needed. Crawl to dodge the guards' bullets. Once they draw near, get up and kick. Better still, use the gun (found at the start of level).

Carry on and pick up the gun. Crawl again to dodge bullets and then shoot the guards with your gun.

At the end, kick Daman or shoot him to make him fall into the trap.

Lee Porter,
Yorkshire

PHOBIA

```
0 PRINTCHR$(147)
1 FORI=49152 TO 49273: READA$
2 L=ASC(LEFT$(A$,1)):L=L-55:IFL<5THENL=L+7
3 R=ASC(RIGHT$(A$,1)):R=R-55:IFR<5THENR=R+7
4 V=(L*16)+R:C=C+V:POKEV,NEXT
5 IFC=>5824THENPRINT
6 PRINT"DATA ERROR!"END
6 PRINT"SAVE LISTING FOR
```

FUTURE USE."

7 PRINTPRINT"SYS 49266

TO START."

10 DATA A2,00,8D,10,C0,9D,

00,04,E8,00

11 DATA 14,D0,F5,4C,25,C0,

03,08,05,01

12 DATA 14,20,02,19,20,14,

09,0D,20,01

13 DATA 0E,04,20,09,01,0E,

20,A2,00,8D

14 DATA 35,C0,9D,98,01,EB,

E0,3D,00,F5

15 DATA 4C,98,01,20,56,F5,

A9,A8,8D,EB

16 DATA 02,A9,01,8D,E9,02,

4C,8C,02,A9

17 DATA 86,8D,83,09,A9,01,

8D,84,09,18

18 DATA 4C,20,08,A9,C3,8D,

08,09,A9,01

19 DATA 8D,09,09,4C,20,08,

A9,AD,8D,0E

20 DATA 15,A9,31,8D,6F,C0,

A9,08,8D,70

21 DATA C0,4C,31,08,A9,93,

20,D2,FF,4C

22 DATA 00,C0

Type in the Phobia listing. "Run it" and follow the on screen prompts. The listing gives infinite lives.

Tim and Ian Fraser.

SUPER SCRAMBLE SIMULATOR

0 PRINTCHR\$(147):

POKE53280,0

1 FORI=544 TO 615:

READA\$

2 L=ASC(LEFT\$(A\$,1)):L=L-55:IFL<5THENL=L+7

3 R=ASC(RIGHT\$(A\$,1)):R=R-55:IFR<5THENR=R+7

4 V=(L*16)+R:C=C+V:POKEV,NEXT

5 IFC=>5824THENPRINT

"DATA ERROR!"END

6 PRINT"SAVE LISTING FOR

FUTURE USE."

7 PRINTPRINT"SYS 544 TO

START."

10 DATA 20,56,F5,A9,08,8D,

00,08,A9,3A

11 DATA 8D,D1,08,4C,1,0,08,

A9,18,8D,11

12 DATA 00,A9,A5,8D,5E

1A,8D,DA,27,8D

13 DATA E9,27,A9,00,8D,44,

11,A2,13,8D

14 DATA 53,02,9D,C0,99,CA,

10,F7,4C,00

15 DATA 10,03,08,05,01,14,

00,02,19,00

16 DATA 14,09,0D,00,01,0E,

04,00,09,01

17 DATA 0E,C0,9D,RL,GH,TT,

IM,FR,AS,ER

Type in the listing. "Run it" and follow the on screen instructions. The listing gives infinite time on Super Scramble Simulator

Tim and Ian Fraser

RED HEAT

0 PRINTCHR\$(147)

1 FORI=49152 TO 49271:

READA\$

2 L=ASC(LEFT\$(A\$,1)):L=L-55:IFL<5THENL=L+7

3 R=ASC(RIGHT\$(A\$,1)):R=R-55:IFR<5THENR=R+7

4 V=(L*16)+R:C=C+V:POKEV,NEXT

5 IFC=>10838THENPRINT

"DATA ERROR!"END

6 PRINT"SAVE LISTING FOR

FUTURE USE."

7 PRINTPRINT"SYS 49152

TO START."

10 DATA A2,00,8D,10,C0,9D,

60,01,E8,00

11 DATA 68,D0,F5,4C,60,01,

20,56,F5,A9

12 DATA 70,8D,F0,03,A9,01,

8D,F5,03,4C

13 DATA A7,02,A9,4C,8D,54,

03,A9,82,8D

14 DATA 55,03,A9,01,8D,56,

03,4C,00,08

15 DATA A9,92,8D,57,01,A9,

01,8D,58,01

16 DATA AC,20,00,4C,59,03,

A9,A5,8D,E9

17 DATA 25,A9,A5,8D,E6,0D,

A2,00,8D,AC

18 DATA 01,9D,48,70,E8,E0,

1A,D0,F5,4C

19 DATA 10,6E,03,08,05,01,

14,20,02,19

20 DATA 20,14,09,0D,20,01,

0E,04,20,09

21 DATA 01,0E,20,20,20,20,

20,20,20,20

Type in the listing. "Run it".

Follow the on screen instructions. The listing gives infinite energy.

Tim and Ian Fraser.

Thanks to messrs Fraser, Slack and Gmfo for their listings. If you've hacked a recent release and you'd like a place in PTW sent it in to "Pokes" at CU's usual address.

64

RUNNING MAN

Zone 1 — Ice rink

This one is pretty tricky at the beginning. Aim a good luck of the dog while it's running at you. Start running to your right, and at the same time jump onto the girder and then on the top girder. Keep going until the block of ice is in sight. Stand on the edge of each block and jump onto the next. Keep the joystick in the top right diagonal position. This should take you across the ice blocks.

Watch out for dogs; just keep kicking them as they pop up. To kill the first Stalker run towards him and give a good kick and punch in front of him. Look out for the puck that he may aim at you. Avoid it by jumping.

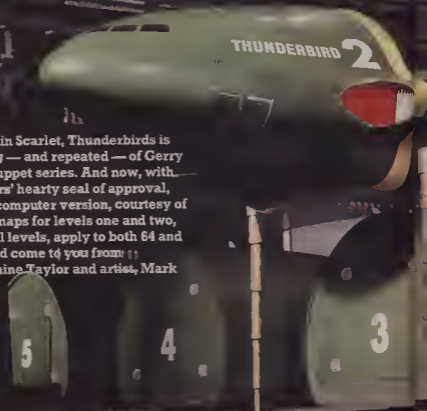
While in combat try and get as far to the right of the screen. When you kill the Stalker your energy runs down because of dangerous gases.

Zone 2 — Suburbs

As always, keep on eyes out for dogs. Carry on running and soon you will see a brick on the floor. Pick it up and jump over the object next to it. Then jump over the crates (ignore the pipe which is on the crates). Carry on and jump over the hole in the floor. To kill the second

THUNDERBIRDS

Along with Captain Scarlet, Thunderbirds is the most enduring — and repeated — of Gerry Anderson's 60s puppet series. And now, with the puppet masters' hearty seal of approval, comes the home computer version, courtesy of Grandslam. The maps for levels one and two, and the tips for all levels, apply to both 64 and Amiga games, and come to you from Grandslam's Gwaine Taylor and artist, Mark Kubiszyn.



FLOODED COMPARTMENTS

POCKET HATCH

TOWER

LEVEL 2

BRIDGE

T.B. 4

MISSILES

FORWARD TORPEDOES

REACTOR ROOM



HOLE

SHARKI

YELLOW CARO

CONSOLES

REAR TORPEDOES

PLAY TO WIN

LEVEL 1

Level one will see you playing Brian and Alan. The aim is to get to the pump, clear the mine of flood water, and rescue the miner before he drowns.

Remember to take along a spanner to turn on the pump and a hammer to mend the lift. (Use an oilcan to move wheels more quickly, and you will need a fuse and dynamite to blast away the rockfall. Don't walk too far when using dynamite; you might pull out the fuse.

Level two has Gordon and Alistair in a race against time to shut down the reactor at a stick-on machine gun. Radiation has contaminated the ship, so the player with anti-radiation pills will need to give some to the player without. Check your energy levels at all times. You will need to pick up a set of keys to do your job, but beware, one of these is outside the craft, guarded by a shark.

You will need to float more compartments to the outside, then flick the switches on the wall to release it of water. Targeting capital ballast; oh, and be careful of the sand barings!

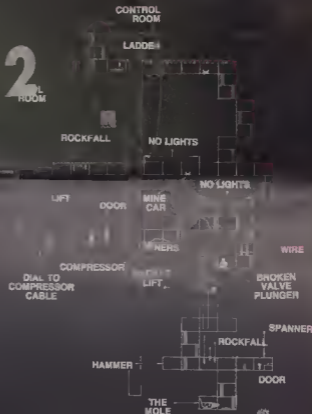
In the next level, Lady Penelope and her trusty manservant, Parker, are up to their tricks in a well-guarded bank. You must steal the Hood's papers to discover the whereabouts of his missing ally. You're not the only people in the bank, so take great care! A clockwork mouse can be sent cutting across the floor to deactivate a laser beam security system. A key in a lift will help it move, and bear in mind that Parker is a servant. Mandy quite often likes things done for her.

Level four takes place at the Hood's HQ. Your foe has hypnotic eyes, an ice cool and wear shades. Look out for the sticky robot and stick to your guns — you'll need ornaments at a certain stage.

As a general tip, when walking up to mine cars, lifts and trolleys, hold down the fire button.

2

L ROOM



-

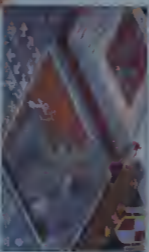
| | 278 | 279 | 280 | 281 | 282 | 283 | 284 | 285 | 286 | 287 | 288 | 289 | 290 | 291 | 292 | 293 | 294 | 295 | 296 | 297 | 298 | 299 | 300 | 301 | 302 | 303 | 304 | 305 | 306 | 307 | 308 | 309 | 310 | 311 | 312 | 313 | 314 | 315 | 316 | 317 | 318 | 319 | 320 | 321 | 322 | 323 | 324 | 325 | 326 | 327 | 328 | 329 | 330 | 331 | 332 | 333 | 334 | 335 | 336 | 337 | 338 | 339 | 340 | 341 | 342 | 343 | 344 | 345 | 346 | 347 | 348 | 349 | 350 | 351 | 352 | 353 | 354 | 355 | 356 | 357 | 358 | 359 | 360 | 361 | 362 | 363 | 364 | 365 | 366 | 367 | 368 | 369 | 370 | 371 | 372 | 373 | 374 | 375 | 376 | 377 | 378 | 379 | 380 | 381 | 382 | 383 | 384 | 385 | 386 | 387 | 388 | 389 | 390 | 391 | 392 | 393 | 394 | 395 | 396 | 397 | 398 | 399 | 400 | 401 | 402 | 403 | 404 | 405 | 406 | 407 | 408 | 409 | 410 | 411 | 412 | 413 | 414 | 415 | 416 | 417 | 418 | 419 | 420 | 421 | 422 | 423 | 424 | 425 | 426 | 427 | 428 | 429 | 430 | 431 | 432 | 433 | 434 | 435 | 436 | 437 | 438 | 439 | 440 | 441 | 442 | 443 | 444 | 445 | 446 | 447 | 448 | 449 | 450 | 451 | 452 | 453 | 454 | 455 | 456 | 457 | 458 | 459 | 460 | 461 | 462 | 463 | 464 | 465 | 466 | 467 | 468 | 469 | 470 | 471 | 472 | 473 | 474 | 475 | 476 | 477 | 478 | 479 | 480 | 481 | 482 | 483 | 484 | 485 | 486 | 487 | 488 | 489 | 490 | 491 | 492 | 493 | 494 | 495 | 496 | 497 | 498 | 499 | 500 | 501 | 502 | 503 | 504 | 505 | 506 | 507 | 508 | 509 | 510 | 511 | 512 | 513 | 514 | 515 | 516 | 517 | 518 | 519 | 520 | 521 | 522 | 523 | 524 | 525 | 526 | 527 | 528 | 529 | 530 | 531 | 532 | 533 | 534 | 535 | 536 | 537 | 538 | 539 | 540 | 541 | 542 | 543 | 544 | 545 | 546 | 547 | 548 | 549 | 550 | 551 | 552 | 553 | 554 | 555 | 556 | 557 | 558 | 559 | 560 | 561 | 562 | 563 | 564 | 565 | 566 | 567 | 568 | 569 | 570 | 571 | 572 | 573 | 574 | 575 | 576 | 577 | 578 | 579 | 580 | 581 | 582 | 583 | 584 | 585 | 586 | 587 | 588 | 589 | 590 | 591 | 592 | 593 | 594 | 595 | 596 | 597 | 598 | 599 | 600 | 601 | 602 | 603 | 604 | 605 | 606 | 607 | 608 | 609 | 610 | 611 | 612 | 613 | 614 | 615 | 616 | 617 | 618 | 619 | 620 | 621 | 622 | 623 | 624 | 625 | 626 | 627 | 628 | 629 | 630 | 631 | 632 | 633 | 634 | 635 | 636 | 637 | 638 | 639 | 640 | 641 | 642 | 643 | 644 | 645 | 646 | 647 | 648 | 649 | 650 | 651 | 652 | 653 | 654 | 655 | 656 | 657 | 658 | 659 | 660 | 661 | 662 | 663 | 664 | 665 | 666 | 667 | 668 | 669 | 670 | 671 | 672 | 673 | 674 | 675 | 676 | 677 | 678 | 679 | 680 | 681 | 682 | 683 | 684 | 685 | 686 | 687 | 688 | 689 | 690 | 691 | 692 | 693 | 694 | 695 | 696 | 697 | 698 | 699 | 700 | 701 | 702 | 703 | 704 | 705 | 706 | 707 | 708 | 709 | 710 | 711 | 712 | 713 | 714 | 715 | 716 | 717 | 718 | 719 | 720 | 721 | 722 | 723 | 724 | 725 | 726 | 727 | 728 | 729 | 730 | 731 | 732 | 733 | 734 | 735 | 736 | 737 | 738 | 739 | 740 | 741 | 742 | 743 | 744 | 745 | 746 | 747 | 748 | 749 | 750 | 751 | 752 | 753 | 754 | 755 | 756 | 757 | 758 | 759 | 760 | 761 | 762 | 763 | 764 | 765 | 766 | 767 | 768 | 769 | 770 | 771 | 772 | 773 | 774 | 775 | 776 | 777 | 778 | 779 | 780 | 781 | 782 | 783 | 784 | 785 | 786 | 787 |
|--|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
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- [illegible]

100

PTW brokes power on a cosmic scale this month — in hyperspace and amongst the primordial slime. Gremlin's Paul Blythe zoomed in with some *FOFT* tips, while Tony Hamer and Nicky Grace dug up each and every level of *Populous* for this exhaustive player's guide.

POPULOUS



● To the right are lists of level numbers with the names of the level, type of landscape, and the type of terrain you'll encounter. You can't do it all, but you can do it in

| LEVEL | NAME OF LAND | LANDSCAPE | POPULATION | EARTHQUAKES | SWAMPS | KNIGHTS | VOLCANOS | FLOODS | POPULATION | EARTHQUAKES | SWAMPS | KNIGHTS | VOLCANOS | FLOODS | WATER |
|-------|--------------|-----------|------------|-------------|--------|---------|----------|--------|------------|-------------|--------|---------|----------|--------|-------|
| 0 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 1 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 2 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 3 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 4 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 5 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 6 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 7 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 8 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 9 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 10 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 11 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 12 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 13 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 14 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 15 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 16 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 17 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 18 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 19 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 20 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 21 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 22 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 23 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 24 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 25 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 26 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 27 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 28 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 29 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 30 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 31 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 32 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 33 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 34 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 35 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 36 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 37 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 38 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 39 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 40 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 41 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 42 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 43 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 44 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 45 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 46 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 47 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 48 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 49 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 50 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 51 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 52 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 53 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 54 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 55 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 56 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 57 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 58 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 59 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 60 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 61 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 62 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 63 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 64 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 65 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 66 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 67 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 68 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 69 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 70 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 71 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 72 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 73 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 74 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 75 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 76 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 77 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 78 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 79 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 80 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 81 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 82 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 83 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 84 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 85 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 86 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 87 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 88 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 89 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 90 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 91 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 92 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 93 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 94 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 95 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 96 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 97 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 98 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 99 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |
| 100 | Grassball | Grass | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | Grass |

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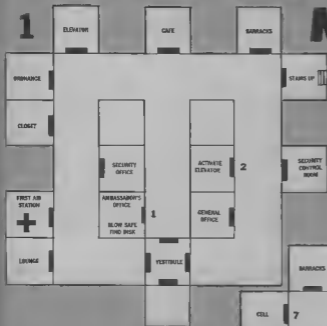
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PLAY TO WIN

MAYDAY SQUAD



— You must have entered the rooms with a number. Otherwise you can't complete the game.

1. Blow the safe. Use goggles to search for the disk. You'll need it later in one of the computer rooms.

2. If you don't activate the elevator it's useless.

General: every time you want to enter a room you must blow away the door with your machine-gun. Later on you can see where you have already been. You just have to see whether the door is damaged.

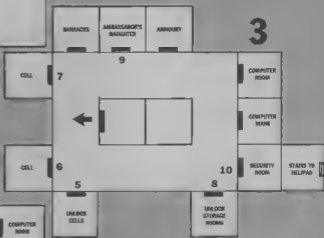
— Regularly visit one of the First Aid stations. So long as he isn't in enemy hands, the doctor can heal your wounds.

3. Don't forget to warn the helicopter.

4. Search around when you're in the library. There's a secret staircase here.

— Starting point depends on whether you used the stairs or the elevator).

5. Unlock the cells.



6. Search for prisoners.

7. Search for prisoners.

8. Unlock storage rooms.

9. Get the ambassador's daughter. Don't search, there's a booby trap!

10. There's a secret passage when you search.

— Don't waste your time and grenades on trying to blow the cell doors or storage doors. Just unlock them with the computer.

— Never search when you are near a prisoner or when you see the ambassador's daughter. They have placed a booby trap.

MAPS AND TIPS BY JAN VAN MOLL

AMIGA VERSION ONLY



one for the

The jukebox is a hundred years old. CU's Sean

Kelly pops twenty pence in the slot and punches the

keycode for Happy Birthday with this

retrospective of the great musical cathedrals

which stand for a bygone era...



Earlier this year, Elton John decided to dispose of hundreds of items of memorabilia acquired from many years of travelling round the world with loads of money and no self control. Amongst the plastic flamencoes, neon wigs and ten inch sole platform shoes was a 1940 Wurlitzer 750 jukebox, a collectors item in its own right. Not surprisingly, it was one of the more sought after items, and was eventually sold for sixteen thousand pounds. Not a bad price, perhaps, for a slice of American history.

The jukebox started out looking radically different from its now-classic shape. It was a modernised Edison phonograph, which instead of using a record, had the music recorded on a cylinder; the sound being played through a cone. If you didn't like the one song available, however, you were stuck. Consequently, much time was spent developing newer and better jukeboxes, until in the 1920's, around twelve to sixteen songs were available on each one.

Jukeboxes were to be found in many of the speakeasys across America during the



he money...



years of prohibition, and the repeal of the anti-drink law proved to be a major boost for the machine, which was by now beginning to resemble the elegant upright cabinets traditionally associated with jukebox design. They were, however, made from wood, and it was not until plastic was more readily available in the mid Thirties that it was — adopted by Wurlitzer and Seeburg, two of the major manufacturers, to enhance the appearance of the jukebox. The simple reasoning behind using brightly lit colourful plastic was that if they were more attractive to look at, people would put more money in.

What is unanimously acknowledged as the zenith of jukebox design was reached with the Wurlitzer 1015 model. This is the jukebox, instantly recognisable, and a familiar feature from hundreds of posters, advertisements, album covers and even beer cans. When it was first available, it was backed by a massive publicity campaign portraying the 1015 as an integral part of American life. This had the desired effect, and it came to be regarded as being as American as bubble gum and Coca Cola, and even made an appearance in 'The Wild One', when Marlon Brando kicked it. Ironically, although it is always associated with the Fifties, it was first available in 1946, and was only able to play 78 rpm records.

The 1015 is a classic of 20th century design, it is extremely ornate with clear moulded plastic tubes, back lit by revolving neon lights, which meant that the tubes continually changed colours. There were also tiny tubes, containing a coloured liquid with a low boiling point, which, when heated sent a constant

For left: AMI's Singing Towers; centre, the skyscraper speakers of Rock-Ola's Spectrovox model; left, a reproduction Wurlitzer 1015 — the One More Time

One for the money

stream of bubbles rising slowly up the tubes. It proved to be so popular that it was to be the early Sixties before it became unfashionable, and fell out of common use. Old machines were sold off incredibly cheaply. Today, a refurbished model in good condition could fetch as much as thirty thousand pounds at auction. Jukeboxes have a devoted following, with some collectors housing six or seven in an ordinary semi-detached home. But what sort of person wants to own a jukebox — after all they aren't exactly the most effective record players in the world.

"Anybody", says Michael Flynn, who has restored and sold jukeboxes for over a decade. "From people living in council flats right up to pop stars like Jimmy Page (Led Zeppelin), Paul McCartney and Elton John. It's across the board." Michael, in fact, restored Elton's recently sold jukebox, which needed extensive repairs when he bought it. "The veneer was in a terrible state, all bubbly. That needed real care to put new sections which matched the grain. The fluorescent tubes also needed careful sanding to repair years of scratches. They don't exactly fit into the average home, however, and there are better ways of storing a record, so why would anyone want to own one? Michael answers simply "To recapture a muscled youth!" David Tedder, of Jukebox Services, agrees. "A lot of our older customers have fond memories of their youth, when they could be found in cafes, and even chippies, everywhere." But it's not just ageing lotharios remembering

their first fling anymore, as recently younger people have begun to discover the fascination of jukeboxes. Demand for anything with a Fifties feel, from 501's to Brylcreem, has increased the demand. "Younger people are interested because they have seen them on television, in 1950's style advertisements and period television programmes," says David.

The interest in jukeboxes, and the wish to own one, is steadily increasing, and practically anything which plays vinyl, from the elegant 1940's classics, to the ugliest tin and formica 1970's models, are now sought by collectors. The demand is such that even budding replicas of the more

collectable models is now big business. Sound Leisure Ltd., of Leeds, is Britain's only manufacturer of replicas based on the classic Wurlitzers, and produces around a hundred hand-built models a year. Wurlitzer also produce the 'One More Time', a replica of the 1015, in Germany. The replicas manage to combine the classic

looks of the early models, with all the benefits of modern technology. At the heart of the 'One More Time' is a computer. Unfortunately, if you're thinking about opening your wallet, even a replica model can cost around five thousand pounds. Looks like I'll have to put up with my Amstrad Midi system for a few years longer.



Right: the Rock-Ola 1428 and below, classic Klipsch — AMT's Mother of Plastic.

Recommended reading: Christopher Pearce's *Vintage Jukeboxes* — *The Hall of Fame* by Chartwell Books Inc.

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WHILE STOCKS LAST!

Musikwissenschaftler Institute der Schweiz

Confronted by a huge fire breathing blue warthog. Weird!

We've never seen the film *Willow*. According to the very plush Capcom staffer, it's "a magnificent fantasy" filled with "love, friendship and adventure." Its much vaunted adventure song features a sweet mix of love and friendship tunes, but there sure is plenty of adventure to make up for it.

The plot points you in the derivative along part of Wilcox.

according to Capcom, who
been charged with the task of
rescuing and protecting the H-
Baby Elora Danan from the
Baumgardts and her henchpersons
(and henchthings).

Basically the action involves hopping and running (and riding on the back of a carriage and sailing in a cockle-shell boat) through the bi- and horizontal y-scrolling landscapes, wiping out

Capcom

WIL

Willow trees *Salix maritima* from the coast



Save that baby from Easymark®

LOW

He Wurzel
are grave | g
who can ca h ur
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weapo sand st n oo
usefully, informatio and
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earned wisely

to avoid the twin perils of arrows
and falling off the back.

Level three "Pin Read"
ly" is where the going got
ly" tough with lots of area and
and mowing seeded
in to Wewo's des...ive
R. Ripe by diger br...t
have apart... soon as you start
crossing them rocks fall away
under your tent, and you're
expected to leap around like a
mouse (ain good as well as avoid
ing the g enades, arrows and axes
that come fly... like and fast
Along a the coast-harvest and
you fly... off your own...
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now... a... a... ter! I
place of work with all the th...

| | |
|-----------------|-----|
| GRAPHICS: | 89% |
| SOUND: | 92% |
| PLAYABILITY: | 84% |
| CONVERTABILITY: | 86% |
| OVERALL: | 88% |

...the way
...graphics
...needless to say, and
...praise is warranted.
...superbly atmospheric
...atack. Rather than
...n f m's name C
...have tied out the stops
...m inspired arcade
...After th... hi van go
...see the bl...

Our little hero, Dicky isn't he?



CU

AMIGA - 64

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ARCADES



Umm... anyone for beer?

GANG WARS

WHOOOMP! of impact, tend to have to hit you at least three times to be effectively incapacitated. And to attack you in single so you have to be nimbly to the useful feature has to be a kick/throw take a double quick on a curse sw

can be obtained from their owners by shrewd application of GBH.

The graphics, while standard enough for this kind of game do feature some nice touches. The skyline that appears when our hero ascends the scaffolding, really is very nice.

Level two is notable for its borrowing of the battle-on-the-roofs-of-moving-vehicles theme from the likes of *Dragon Ninja* with your onscreen persona having to move perilously from one speeding vehicle to another, occasionally hopping up onto strangely disembodied dangling scaffolds along the way, and all the while having to deal with gunmen and assorted other nasties.

Cut...? Well as at the end of the game is that a y... per... there's a... of new... Gang Wars... parts... more... ngly found... e... g... y... w... even the of... an... g... c... w... at er

... I... r... and... w...

| | |
|------------------------|------------|
| SOUND: | 74% |
| GRAPHICS: | 62% |
| PLAYABILITY: | 59% |
| CONVERTABILITY: | 79% |
| OVERALL: | 68% |



An exhausting fight



All right! Who nicked my car stereo?!

Sega

ARCA



The sharp right-hander — no passing here

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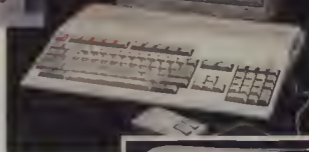
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Tommy's TIPS

Same thing

● I own a CBM 64 but I am thinking of changing it to CMB 64C.

Do you think its worth me changing as I can not make up my mind, is the CMB 64C better than the old CBM 64.

Would I be able to use my games and disk drive on the CBM 64C?

Why do discs cost more to buy than tapes. They both do the same thing?

Anthony Ayre
Birmingham.

I seem to be getting a number of queries about swapping a C64 for a C64C and the simple answer is that they are the same machine! It would be a complete waste of money to buy a new C64C unless your old machine had really kicked the bucket, but if you prefer the style of the new machine then there is a much cheaper alternative. Evesham Micros do a replacement casing for the old C64 which makes it as it took every bit as good as the new model. Costing only £19.95, this is a good deal cheaper than a new computer and means that you retain the original keyboard (some people prefer the old keyboard to the new lighter one anyway). Evesham can be contacted on 0386 763500.

As for disks costing more than tapes, the manufacturing process for disks is considerably different to tapes and the volumes are different too. They might appear to do the same thing in outline, but the disk allows much more sophisticated programming. As for the price of the same program being different

again it is volume sales that dictate the costs; there are still far more people with cassettes on the 64 than disk drives, so sales of tape versions are far in excess of disk versions. And if I am now going to get a spate of letters asking why Amiga program disks cost £25 while C64 disks only cost £10 — because it takes twice as long to program the Amiga, that's why!

Compatible

● It would be greatly appreciated if you could advise me on the following problem.

I possess a Commodore 64 computer and a Silver Reed EX43N typewriter which is computer compatible.

My problem is: how do I connect the two in order that the typewriter can be used as a printer?
Mr Blackman
Detmold,
Germany.

When manufacturers say that a typewriter is 'computer compatible' I always groan, because I am all too aware of the problems likely to face anyone rash enough to actually want to connect it to a computer! The first thing you have to do, assuming you haven't done it already, is to purchase the relevant interface unit for the typewriter itself. This will cost about £30, plus fitting charge, and I would recommend you get it done by a qualified typewriter agent so you can take it back when it doesn't work. If that proves to be a problem in Germany then you may have to order the part and fit it

yourself!!

Some typewriters only have a serial interface available, while others have a choice of parallel (centronics) or RS232 serial. If I tell you that the Commodore 64 has neither of these, you will begin to see that life is not really out to help you any. If you get a serial interface then you will need a proper serial box which fits onto the user-port of the 64 (the serial lines are on the user port, but at the wrong voltage levels!). These cost about £20 and can be obtained from STACK COMPUTERS PRODUCTS (tel: 051-521 2202). Alternatively, if you get a parallel interface you will need a CBM Serial IEEE to centronics interface (which doesn't need to handle the CBM graphics characters, so you can go for the cheapest one). This costs about £35. Since you won't get a lead with the typewriter interface you will need to purchase one if it is a serial interface; you will get sufficient leads with the CBM-parallel interface unit.

When you have got everything fitted and connected up, you will be able to get most standard text out of the printer, but there are still annoyances. Not all programs permit the use of the serial port for output and even those that will don't always carry out the CBM to ASCII conversion that is needed to get the character set (upper and lower case letters) the right way round. So, before even contemplating going any further, ask yourself the following questions: 1) Is your software (WP program?) capable of sending output to the serial port in the correct format? If not then forget serial mode.

2) If a centronics interface unit is available, add together the cost of the interface, fitting, and the CBM-Centronics converter and see if it still looks economic. If it is, go for that solution.

Output Control

● I wish to use my Commodore 64 to switch an array of ten LED's (or small piezo electric vibrators) such that any one of the ten outputs can be switched under program control. I would be grateful if you would advise me if this is possible and if so what circuitry would be required.
R. Ball,
Glasgow.

There is an easy way and a difficult way to do this. Firstly, there are only 8 data lines from the user-port and so could drive 8 LEDs quite easily, through a series resistor directly from the 5v sources on each of these lines (see Diagram 1, below right). However, if you have to drive 10 LEDs then you must take the circuit a little more complicated.

You can obtain an Integrated Circuit (IC) chip that will convert BCD values into a decimal driver for LEDs etc (see Diagram 2) which means that you can now select one of 10 lamps (or up to 15 if you wish, remembering to leave 0000 as the ALL OFF condition) by using only 4 output lines from the user-port. The latter circuit can be adapted by using two 8-line Darlington Driver chips to drive any type of device up to 50v (see Diagram 3). Note that the output port of the 64 is limited to 50v (see Diagram 3.) Note that the output port of the 64 is limited to 50mA in total, so while you can drive single LEDs, for any more powerful devices you MUST use the Darlington Drivers which also act as buffers to avoid damaging the output chips in the 64.

To actually set the user-port data lines you must use two registers, the Data Direction Register (DDR) at address 56579 and the I/O port register itself (address 56577). To set a data line for



Tammy, in chauffeur's garb, strips down the cab of the getaway car. He's a gentleman's gent is Tammy.

controlled from the computer if desired. Connect this pin to another data line and when the line is set low (OV) then no amount of changes to the first four data lines will affect the output.

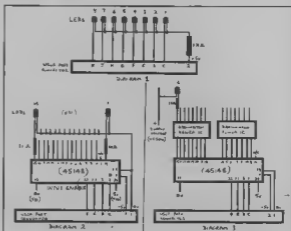
Second-hand

I have owned an Amiga 500 for over a year now and I have written programs which would be suitable to be printed out. I would like to buy a printer — could I buy a second-hand MPS 801 and use this?? If not could you recommend a good quality mono-chrome printer — under £200 I would be very grateful if you could help me out.
Don Shide,
Christchurch,
Dorset.

I'm afraid the MPS 801 cannot be used with the Amiga 500 on its own, unlike the MPS 803 for which special cables are available. If all you need is a dot-matrix printer for program listings then the Citizen 120D is a very good buy just now, available from around £125 (incl VAT). The quality is adequate rather than good, but it has Epson emulation and works quite happily with the A500, and is one of very few printers that fall well within the sub-£200 price bracket. Since you have to buy a cable and paper to go with it, and possibly a printer stand, the total bill would still only come to about £160.

output you must set the corresponding DMM bit to 1. So, to set the first 4 lines to outputs you use POKE 56579,15, while to set all 8 lines for output POKE 56579,255. To set a data line on or off, you must set the corresponding bit in the I/O register to either 0 or 1. Note that Diagram 1 has the data lines acting as 'sinks' rather than 'drivers' as this makes them more efficient, but it does mean that you have to set the I/O port to 255 to turn all the LEDs off and then each 'bit' is set to 0 in order to turn the LED ON. If you are using the 4-16 line interface chip then all you need is POKE the value of the LED you wish to light, eg

POKE 56577,6, the one limitation being that the 4-16 decoder will only allow one LED to be lit at a time. If you want to have each LED controlled independently of the others you will have to include suitable latch chips and a clock line. You will also have to control the output enable line (pin 23) which in Diag 2 is held low (OV). I don't have room to give you a full program for operating such a system, but I'm sure you will have far more fun experimenting now you have the basic facts. Note that the 4-16 line decoder has an input enable pin; this is shown set permanently high (+5v) in Diag 2, but can be



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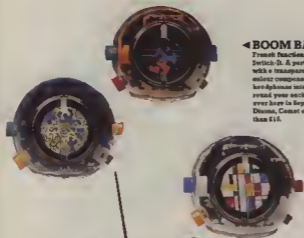
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OUTER LIMITS

CLOCKED IT Casio's latest watch won't tell you the time on Pluto, but it does picture the rotation of the planets. Less useful features include five alarms, stopwatch and water resistance to 100 metres. Price: £27.99 from various stores including John Lewis. ▼

BOOM BALL The latest in French functional design is the Switch-In. A portable AM/FM radio with a transparent shell and multi-colour components. Plug your headphones into it or just let it hang round your neck. Should be available over here in September through Dinnis, Comet or Rumbelows at less than £14.

PERSONAL ROBOT An intelligent pet that doesn't stare at the carpet. Hovion is a 3.1 high robot with speech synthesis and a PC for a brain. His functions include acting as a security guard, saving encyclopaedia, answering machine and control module for the home. He roars and wakes up to a schedule and even sticks with his battery charger when he's feeling a little run down. Available from SynPet, 722 Franklin Road, Boise, Idaho.





▲ HOLY COWGUM Dip into the past when the dynamic duo were as camp as Butch's. This reprinted gum collection is priced £14.95 from Comic Showcase, 76 Neal Street, London WC2.

▲ OVERKILL Comic of the film aspect? Listening game full circle with the official comic adaptation of the film. In available now weeks before the film's release, tell you want to know what happens at the end... Batman is available from Comic Showcase (address as above) and all good comic shops. Price £4.95.



PORTABLE ▲ GAMING Atari's hand held games console, The Advantage, means that 16 bit gaming should never be too away wherever you are. Designed by the Atari team it offers action colours, four channel stereo and nifty design all for £190. Should be available around the Atarums.

COMPACT ► JUKEBOX If the prospect of paying a grand for a reconstructed Warblitzer seems too much, as you're a bit cramped for space, why not invest in this eight inch high cassette player — that way you don't have to put up with anyone else's half infectious too. Price £59 from Tokyo George Best, 17 Shorts Gardens, London WC2.





And now for something completely different. Well no, not really, there's nothing very different about a Monty Python game, but expect one from Virgin anyway

What happened? One minute we were out sunbathing in the CU garden, the next the issue's come out with a results page where we should be! That's a duty editor's trick, he should have come and woken us up! What's been going on since we last met? The CES Show, the launch of a thousand film licences, softco bashes, we don't know where to start really. Still let's try this one...

● Most of the UK's software house bosses were to be found bugging around Chicago for this year's show. Judging from its dominance it should be renamed the Nintendo show. With over ten million units sold everyone in the UK was over there trying to persuade the Japanese company that their games should be available for the rather average console. Stephen Hall of Grandslam, was so keen to sell his wares that he kept a plane full of dissatisfied softcos waiting a further half an hour after it had been delayed from taking off by a mere four hours...

● One company not so interested in dealing with Nintendo are **Mirrorsoft**. An almighty corporate battle had developed between them and Nintendo. The cause of much injunction flinging and writ

writing is that harmless little brain teaser **Tetris**. Mirrorsoft licensed the product to Atari's software wing Tengen, only to find out that Nintendo were also producing versions for their machines. Cue a huge row, with both sides claiming they own the rights and Atari weighing in on Mirrorsoft's side. Mirrorsoft say they can licence it to anyone they feel like, Nintendo say that they bought the rights direct from Russia where the game was programmed. This one could run for some time...

● Meanwhile Falcon mania is spreading with the release of the new mission disk of the machine. At the Paris Air Show **General Dynamics**, makers of the F-16 entertained the Press and assorted VIPs as usual with a huge hospitality suite

and copious amounts of food and drink. When everyone left they received a gift in the form of a copy of the game...

● It's tough at the top. Sales of software are so bad currently that Ocean boss **David Ward** is having to go halves on a yacht with US Gold supreme **Ann Brown**. Wardie has just purchased a bpton residence in Majorca whilst Ann has bought a new house with a lawn so big she has to use one of those sit down mowers to cut the grass — or the gardener does anyway...

● Microprose, those trusty friends of the earth, are so committed to protecting the environment that they've had all their company cars converted to run on unleaded fuel. What about Bill Steeley's Cesa-

na? The reborn software house has announced that they'll be holding the launch of their **Greenpeace** game on **Rainbow Warrior**. Amazed journo's packing their scuba gear and preparing to visit the sunken wreck in New Zealand can relax, it's the new boat **Rainbow Warrior II** due to be launched in August.

● Thanks are due to US Gold for entertaining us all, first at the premiere of **Indiana Jones And The Last Crusade** and secondly to a launch party at Stringfellow's. Assorted software industry types mingled at the poseurs' paradise together with jackbooted nazis who turned out to be none other than the Ocean crew of Patterson and Stokes. **Gary Bracey** turned the land offer of the Third Reich's uniform down, pointing out as politely as he can to USG's Danielle Wood that he's Jewish. Dress too, proved to be a problem for representatives of **Future Publishing** (Amiga Format, ST Format, New Computer Express). The company organised a coach from the company's offices in Bath for thirty of them only to have twenty seven turned away when they arrived for being too scruffy. Maybe they should pay 'em more...

THE LAST

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